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SONY COMPUTER ENTERTAINMENT AMERICA LLC

UNITED STATES DISTRICT COURT
FOR THE NORTHERN DISTRICT OF CALIFORNIA
SAN FRANCISCO DIVISION

SONY COMPUTER ENTERTAINMENT
AMERICA LLC, a Delaware limited liability
company,

Plaintiff,

v.

GEORGE HOTZ; HECTOR MARTIN
CANTERO; SVEN PETER; and DOES 1 through
100,

Defendants.

CASE NO. _____

**DECLARATION OF RYAN BRICKER IN
SUPPORT OF EX PARTE MOTION FOR
TEMPORARY RESTRAINING ORDER
AND ORDER TO SHOW CAUSE RE
PRELIMINARY INJUNCTION; ORDER OF
IMPOUNDMENT**

Date:

Time:

Courtroom:

Judge:

**[EXHIBITS D, G, U, V, W, Y AND CC
FILED UNDER SEAL]**

1 I, Ryan Bricker, declare:

2 1. I am an associate at Kilpatrick Townsend & Stockton LLP, counsel of record for
3 plaintiff Sony Computer Entertainment America LLC ("SCEA") in the above-captioned matter.
4 I have personal knowledge of the facts stated in this declaration, unless otherwise indicated,
5 and could and would testify competently thereto.

6 2. Attached hereto as Exhibit A is a true and correct copy of an article entitled,
7 "PS3 Software Piracy Begins as First Game is Played on An Unmodded Playstation 3",
8 posted January 10, 2011.

9 3. Attached hereto as Exhibit B is a true and correct copy of fail0verflow's
10 ("fail0verflow") Twitter account page accessed January 9, 2011.

11 4. Attached hereto as Exhibit C is a true and correct copy of an article entitled,
12 "PlayStation 3 hack – how it happened and what it means", posted December 29, 2011.

13 5. Attached hereto as Exhibit D is a true and correct copy of certain slides from
14 PowerPoint Presentation "Console Hacking 2010: PS3 Epic Fail", as presented at 27th Chaos
15 Communication Congress by Bushing, marcan, segher, sven (operating under the moniker
16 "fail0verflow"), accessed on January 9, 2011. In its original form, the presentation is 134
17 slides, including many redundant slides; Exhibit D includes 73 slides after those
18 redundancies have been removed.

19 6. Attached hereto as Exhibit E is a true and correct copy of the download page
20 hosting the fail0verflow group's "PS3 Tools," uploaded by Sven Peter and accessed on
21 January 9, 2011.

22 7. Attached hereto as Exhibit F is a true and correct copy of the download page
23 hosting the fail0verflow group's "PS3 NOR flasher/sniffer," uploaded by Hector Martin and
24 accessed on January 9, 2011.

25 8. Attached hereto as Exhibit G is a true and correct copy of an online, publicly-
26 accessible spreadsheet reporting the Keys that correspond to certain levels of PS3 System
27 code, published online and crediting mathieulh, richdevX, Graf_cocolo, TitanMKD, and
28 N_D_T, the hackers responsible for locating those codes. I accessed the spreadsheet on

1 January 10, 2011.

2 9. Attached hereto as Exhibit H is a true and correct copy of the "Dev Team"
3 portal, listing marcan, Bushing, pytey, and segehr as member hackers, and reporting
4 progress in hacking telecommunication devices. The site was accessed on January 9, 2011.

5 10. Attached hereto as Exhibit I is a true and correct copy of a blog entry "xyzzzy",
6 posted on July 22, 2008, by Bushing.

7 11. Attached hereto as Exhibit J is a true and correct copy of a blog entry "Keys,
8 keys, keys.", posted on August 15, 2008, by Bushing.

9 12. Attached hereto as Exhibit K is a true and correct copy of a blog entry "Bushing
10 releases Xyzzy Tool to grab Keys from Wii Consoles."

11 13. Attached hereto as Exhibit L is a true and correct copy of the text from
12 PowerPoint Presentation "Console Hacking 2008: Wii Fail", as presented at 25th Chaos
13 Communication Congress by marcan and Bushing (operating under the moniker "Team
14 Twiizers").

15 14. Attached hereto as Exhibit M is a true and correct copy of the text from
16 PowerPoint Presentation "Wii: Hardware, seguridad, hacking y homebrew", created by
17 Hector Martin.

18 15. Attached hereto as Exhibit N is a true and correct copy of "geohot" search
19 results on "Dev-Team Blog."

20 16. Attached hereto as Exhibit O is a true and correct copy of published blog entry,
21 "redsn0w+limer1n fun" on "Dev-Team Blog."

22 17. Attached hereto as Exhibit P is a true and correct copy of Hector Martin's
23 ("marcan42") twitter account page accessed January 9, 2011.

24 18. Attached hereto as Exhibit Q is a true and correct copy of Bushing's ("gnihsb")
25 twitter account page access January 9, 2011.

26 19. Attached hereto as Exhibit R is a true and correct copy of pytey's ("pytey")
27 twitter account page accessed January 9, 2011

28 20. Attached hereto as Exhibit S is a true and correct copy of an article titled,

1 "Hacker releases PlayStation 3 root key", published on January 3, 2011.

2 21. Attached hereto as Exhibit T is a true and correct copy of a blog entry "Geohot:
3 Here is your PS3 Root Key! – Now with "HELLO WORLD" proof!", accessed on January 10,
4 2011.

5 22. Attached hereto as Exhibit U is a true and correct copy of Hotz's website,
6 offering links to download the "3.55 Firmware Jailbreak" and the "Signing Tools," accessed
7 January 9, 2011.

8 23. Attached hereto as Exhibit V is a true and correct copy of screen captures of
9 Hotz's website, releasing the METLDR Keys (also known as Root Key) to internet community
10 with two download links under the banner "keys open doors."

11 24. Attached hereto as Exhibit W is a true and correct copy of a video by George
12 Hotz (operating under the moniker "geohot"), posted to YouTube on January 7, 2011, titled
13 "'Jailbroken' PS3 3.55 with Homebrew" and showing Hotz loading a homebrew application
14 on firmware 3.55. As of January 10, 2011, this video has been viewed more than 730,000
15 times.

16 25. Attached hereto as Exhibit X is a true and correct copy of a forum thread titled
17 "Geohot: Full 3.55 CFW Jailbreak Is Working!", posted on January 7, 2011. On this page,
18 there is a direct link to George Hotz's YouTube video (Exhibit W) as well as an embedded
19 excerpt of a chat session with George Hotz (operating under the moniker "geohot"). Also
20 attached at Exhibit X is a true and correct copy of this embedded chat text.

21 26. Attached hereto as Exhibit Y is a true and correct copy of a How To guide:
22 "Jailbreak PS3 Running 3.55 Firmware [Guide]", published on January 9, 2011.

23 27. Attached hereto as Exhibit Z is a true and correct copy of an Interview with
24 George Hotz with BBC News, titled "iPhone hacker publishes secret Sony PlayStation 3
25 key", published on January 5, 2011.

26 28. Attached hereto as Exhibit AA is a true and correct copy of published blog
27 entries by Hector Martin (operating under the moniker "marcansoft"), accessed on January
28 10, 2011.

29. Attached hereto as Exhibit BB is a true and correct copy of blog entries published by Bushing and accessed on January 10, 2011.

30. Attached hereto as Exhibit CC is a true and correct copy of a forum entry titled "Full Backup Working on Geohot CFW 3.55," providing instructions of how to play copied, pirated games using the code distributed by George Hotz. The page was accessed on January 10, 2010.

31. Attached hereto as Exhibit DD is a true and correct copy of a redacted PayPal receipt from George Hotz, using an account registered to <geohot@gmail.com>. The transaction was processed on January 7, 2011.

32. In accordance with Local Rule 65-1(b), I will deliver Notice of this matter via email to Defendant George Hotz through his known email addresses (geohot@gmail.com, which is verified through his PayPal, and dudeitsaballoon@gmail.com) today promptly after filing the Complaint and this Motion. We will also attempt to deliver by email a copy of the Motion, Proposed Order and, if practicable, the supporting Declarations. We also are attempting personal service of the Complaint.

I declare under penalty of perjury on this date under the laws of the United States in San Francisco, California that the foregoing is true and correct.

DATED: January 11, 2011


Ryan Bricker

63095230 v1

EXHIBIT A

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT



(3) people in Foster City want to date you.

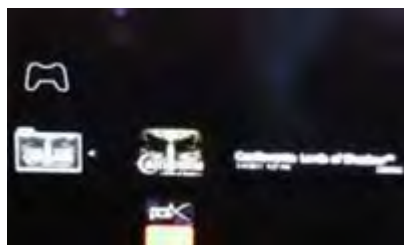
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PS3 Software Piracy Begins as First Game is Played on An Unmodded Playstation 3

BY JONAH FALCON JANUARY - 10 - 2011



That didn't take long, did it?

The rootkey crack that was uncovered by Geohot and other modders has the door wide open for rampant PlayStation 3 piracy, and the first pirated game on an unmodded PS3 has been done.

[1](#)
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One software pirate has shown Castlevania: Lords of Shadow running off a hard drive with the PlayStation 3 thinking it's a legit PSN game. According to GamesRadar:

"At this stage it's still a complex thing to do to get it running, which is well beyond the capabilities of 'normal' gamers. But now the dam has been breached, it's unlikely anyone's going to stick their finger in the hole because they're having second thoughts."

Geohot may have claimed he doesn't condone software piracy, but pirates are singing his name in honor right now.

Jonah Falcon is a blogger for TMRzoo and GameStooge.com and covers all gaming consoles and platforms including Sony Playstation 3, Microsoft XBOX 360, Nintendo Wii, Sony PSP and computer games designed for Mac OS, Microsoft Windows and Linux operating systems. Jonah provides his readers with reviews, previews and up to date gaming industry news and rumors.



You can read more of Jonah's game reviews
and get more gamer news at GameStooge.com

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- Electronic Arts (#EA) to Publish The Secret World MMO <http://goo.gl/fb/FqCnA> #videogames 55 minutes ago

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Recent Comments

- Hooch: [bring your sister](#)
- Hooch: [1 for 4 in the first round and I don't like the one you got right, Cletus. Come see me in my office and...](#)
- 3daddict: [You may not know much about college football but judging by those pics I'd say you're on the...](#)
- Speng: [Not only did I read it using a funny accent, I was breathing loudly out of my mouth.](#)
- Securb: [Being a Seahawks fan doesnt look too bad this morning.](#)
- Securb: [8.45 Million morons out there I guess](#)
- skarydrunkguy: [seriously. what the fuck is wrong with people?](#)
- Securb: [Cletus you suck I am calling in my Eagles/Ravens tease first thing tomorrow morning.](#)

Recent Posts

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EXHIBIT B

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

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Twitter is a rich source of instantly updated information. It's easy to stay updated on an incredibly wide variety of topics. [Join today](#) and follow [@fail0verflow](#).

Get updates via SMS by texting **follow fail0verflow** to **40404** in the United States

Two-way (sending and receiving) short codes:

Country	Code	For customers of
Australia	• 0198089488	Telstra
Canada	• 21212 (any)	
United Kingdom	• 86444	Vodafone, Orange, 3, O2
Indonesia	• 89887	AXIS, 3, Telkomsel
Ireland	• 51210	O2

Two-way (sending and receiving) short codes:

India • 53000 Bharti Airtel, Videocon

Jordan • 90903 Zain

New Zealand • 8987 Vodafone, Telecom NZ

United States • 40404 (any)

Codes for other countries



fail0verflow

1. @[Dan_Carbon](#) bricking consoles would be quite illegal. [about 2 hours ago](#) via [Choqok in reply to Dan_Carbon](#)
2. @[Dan_Carbon](#) Our goal is to be able to run Linux with dual-boot into GameOS, without 3D restrictions, on every PS3 currently out there. [about 2 hours ago](#) via [Choqok in reply to Dan_Carbon](#)
3. @[Dan_Carbon](#) They started this with the pulling OtherOS nonsense. If they have something to tell us, they should take the initiative. [about 2 hours ago](#) via [Choqok in reply to Dan_Carbon](#)
4. @[Dan_Carbon](#) Sony haven't said anything, nor are they likely to respond in any useful way considering history and the fact they're Japanese [about 2 hours ago](#) via [Choqok in reply to Dan_Carbon](#)
5. @[Dan_Carbon](#) Too little, too late. Maybe if it had 3D enabled and worked on the Slim. [about 2 hours ago](#) via [Choqok in reply to Dan_Carbon](#)
6. We are NOT working on pkgs, stop asking. [Friday, January 07, 2011 4:59:21 PM](#) via [Choqok](#)
7. Reminder: if you've donated to fail0verflow, it's a scam. We are NOT requesting donations. The YouTube and Facebook accounts are fake. [Friday, January 07, 2011 2:32:32 PM](#) via [Choqok](#)
8. @[paulr62](#) you can keep your root filesystem, but you'll need a new kernel and possibly a reconfigured boot partition. [Friday, January 07, 2011 2:26:00 PM](#) via [Choqok in reply to paulr62](#)
9. Standalone Linux on the PS3 Slim demo (with video): <http://goo.gl/8oZVj> (this is what *should* have been the 27c3 demo, had video worked) [Thursday, January 06, 2011 9:21:48 PM](#) via [Choqok](#)
10. @[Tom_Hash](#) the sniffer/flasher code is very small, it should work on just about any FPGA. The important bit is the number of I/O pins. [Thursday, January 06, 2011 5:14:14 PM](#) via [Choqok in reply](#)

- Name fail0verflow
- Web <http://fail0verfl...>

[5](#) [17,532](#) [243](#)
Following Followers Listed

- [67Tweets](#)
- [Favorites](#)

Following



[RSS feed of fail0verflow's tweets](#)
[RSS feed of fail0verflow's favorites](#)

[to Tom Hash](#)

11. If people don't stop asking about CFW, backup manager, "dongleless jailbreak", and friends, we're going to start hitting the 'block' button. [Thursday, January 06, 2011 3:13:51 PM](#) via [Choqok](#)
12. to all those people asking about npdrm: we're not going to work on that because it's not required to bring linux back to the ps3. [Thursday, January 06, 2011 2:12:53 PM](#) via web
13. @KDSBest You need a USB interface for USB comms (or at least a PHY, but that's a lot harder) [Thursday, January 06, 2011 6:33:24 AM](#) via [Choqok in reply to KDSBest](#)
14. @KDSBest pretty much (of course the S3E needs power and the usual stuff too) [Thursday, January 06, 2011 6:11:14 AM](#) via [Choqok in reply to KDSBest](#)
15. @KDSBest it's bushing's twlfpga board, which is really just a Spartan3E and a FT2232H. There's a S3E<->FTDI pinout in the ucf files. [Thursday, January 06, 2011 5:24:17 AM](#) via [Choqok in reply to KDSBest](#)
16. Great BBC article: <http://www.bbc.co.uk/news/technology-12116051> [Wednesday, January 05, 2011 1:34:33 PM](#) via [Choqok](#)
17. @rouse_y The OtherOS function was removed because Sony was looking an excuse to get rid of it (they had no reason to remove it on the Slim) [Wednesday, January 05, 2011 12:54:41 PM](#) via [Choqok in reply to rouse_y](#)
18. How it all started on 2010-12-10 @ 22:50: <segher> aaaaaaaand: <segher> THEY MADE THE BEGINNER MISTAKE [Wednesday, January 05, 2011 11:30:04 AM](#) via [Choqok](#)
19. @rouse_y We didn't break game security, Geohot did (by releasing metldr keys). We just did the minimum required to regain OtherOS. [Wednesday, January 05, 2011 11:07:59 AM](#) via [Choqok in reply to rouse_y](#)
20. @rouse_y Sony illegally removed an advertised feature (OtherOS) for existing customers; we're only bringing it back. [Wednesday, January 05, 2011 10:54:33 AM](#) via [Choqok in reply to rouse_y](#)
21. thanks to @KaKaRoToKS for helping me find some hidden stack smash inside some voodoo big number code [Tuesday, January 04, 2011 4:25:09 PM](#) via web
22. Okay, again: unself does not aim to create executable files. Its sole purpose is to give you ELF files for objdump/IDA/... [Tuesday, January 04, 2011 2:42:37 PM](#) via web
23. There have been some pretty bad articles recently, but Gizmodo's most recent really takes the cake. I don't think there's one correct word. [Monday, January 03, 2011 5:12:26 PM](#) via [Choqok](#)
24. Pushed a repo with the PS3 NOR flasher stuff we used at 27C3: <http://goo.gl/LTD1p> (sadly you need to adapt it to your own board) [Tuesday, January 04, 2011 2:11:25 PM](#) via [Choqok](#)
25. Lesson learned: if you're going to release something, delay it a week and make a for-idiots press release. Otherwise nobody gets it right. [Tuesday, January 04, 2011 2:12:10 PM](#) via [Choqok](#)
26. Placeholder website, gitweb, and git:// should all be back up now. [Monday, January 03, 2011 3:04:56 PM](#) via [Choqok](#)
27. welcome @mha42 to twitter! If it runs UNIX and has flashing

- LEDs he knows _everything_ about it. Pls follow him so we can blow up his mbox. [Wednesday, January 05, 2011 1:41:45 PM](#) via [Tweetie for Mac](#)
28. @[greenelkland](#) kboot support is in and OtherOS partitions is easy to support, but currently only FAT16/32 is supported for /boot [Monday, January 03, 2011 12:37:12 PM](#) via [Choqok in reply to greenelkland](#)
29. Hoping to get this server set up soon so I can finally publish a huge FAQ to clarify things... [Monday, January 03, 2011 12:04:40 PM](#) via [Choqok](#)
30. @[moeseth](#) We discovered how to get keys. We exploited lv2ldr, then got its keys. Geohot exploited metldr, then used our trick to get its keys [Monday, January 03, 2011 12:03:41 PM](#) via [Choqok in reply to moeseth](#)
31. official anti-squat IRC channel is #f0f on EFnet. f0f members and ops will probably be idle and PM'ing them will result in a ban :) [Monday, January 03, 2011 11:08:15 AM](#) via [Tweetie for Mac](#)
32. fail0verflow.com going down for maintenance. We'll be back up soon. [Tuesday, January 04, 2011 5:25:45 PM](#) via [Choqok](#)
33. our SPU emulator, works fine on most loaders: <http://git.fail0verflow.com/?p=anergistic.git> [Wednesday, January 05, 2011 3:14:18 AM](#) via web
34. [egohot](#) I hate life. They got to speak at the oldest and most illustrious German hacker con, I spoke on an old boat in Paris. Damn Eurofags. [Tuesday, January 04, 2011 12:07:45 PM](#) via web Retweeted by [fail0verflow](#) and 45 others
35. @[wiisixtyfour](#) been there done that long ago, PayPal doesn't care about scammers [Sunday, January 02, 2011 3:49:20 PM](#) via [Choqok in reply to wiisixtyfour](#)
36. [pytey](#) segher's 'bakterium' as seen live in Berlin's c-base. Powered by a mixture of club-mate, rum and Forth <http://bit.ly/fdWWpv> [Wednesday, January 05, 2011 2:49:29 AM](#) via [Tweetie for Mac](#) Retweeted by [fail0verflow](#) and 5 others
37. some tools for ps3 files. expect some fail, this is still WIP: <http://git.fail0verflow.com/?p=ps3tools.git> [Wednesday, January 05, 2011 2:49:04 AM](#) via web
38. Sony seem to have just randomly sprinkled crypto on the PS3 as magical pixie dust. Wackier crypto usage MUST be more secure, right? Right? [Tuesday, January 04, 2011 11:59:42 AM](#) via [Choqok](#)
39. <http://pastie.org/private/0unla7m2kxdlehmpzkkwtw> <-- sha1 hashes for some keys [Saturday, January 01, 2011 8:08:49 AM](#) via web
40. @[unstatusthequo](#) We have com/net/org. Does anyone care about .us anyway? We're most certainly not US-based ;) [Friday, December 31, 2010 9:50:56 PM](#) via [Choqok in reply to unstatusthequo](#)
41. Heh, they've got some nerve, now they're claiming they're real and we're fake (if anyone's in doubt, fail0verflow.com links here) [Friday, December 31, 2010 9:35:39 PM](#) via [Choqok](#)
42. Seems YouTube refuses to do anything about impersonation reports. Everyone please flag "fail0verflow"'s videos as Spam->Scams/Fraud. [Friday, December 31, 2010 9:22:25 PM](#) via

Choqok

43. That was fast. Looks like the scam vids are gone, but the acct ('fail0verflow') is still there. Would be nice to get control of it though. [Friday, December 31, 2010 6:43:17 PM](#) via [Choqok](#)
44. Someone is impersonating us on YouTube and wants money for scams that we have nothing to do with. Anyone at Google that can help? [Friday, December 31, 2010 6:13:07 PM](#) via [Choqok](#)
45. [pytey](#) almost home, had lots of fun with my @fail0verflow team-mates at #27c3 I must have drank 1 yrs worth of Club Mate & Tschunks in 5 days. [Friday, December 31, 2010 1:06:04 PM](#) via [Tweeie for Mac](#) Retweeted by [fail0verflow](#) and 4 others
46. [bl4sty](#) Back from #27c3, seriously sleep deprived. Had a great time with my @fail0verflow buddies and all others! On my way to local NYE party! [Friday, December 31, 2010 11:50:46 AM](#) via [DestroyTwitter](#) Retweeted by [fail0verflow](#) and 2 others
47. @redsquirrel87 yes, we'll release all our tools as soon as we cleaned them up in january or so. [Thursday, December 30, 2010 5:14:35 AM](#) via web [in reply to redsquirrel87](#)
48. Myth: Geohot -> Sony pulls OtherOS -> JB -> Fail. Fact: Slim had no OtherOS -> Geohot -> Geohot started his work due to the Slim. [Thursday, December 30, 2010 5:05:09 AM](#) via [Choqok](#)
49. slides: <http://events.ccc.de/congress/2010/Fahrplan/events/4087.en.html> [Thursday, December 30, 2010 4:58:08 AM](#) via web
50. PS3 demo NOW in #Saal3 at #27c3 [Thursday, December 30, 2010 3:38:13 AM](#) via web
51. [rootlabs](#) PS3 priv signing key exposed. Apparently Sony does not read our blog. <http://is.gd/hrxqb> Congrats: @gnihsb @marcan42 @fail0verflow #27c3 [Wednesday, December 29, 2010 5:17:50 PM](#) via web Retweeted by [fail0verflow](#) and 100+ others
52. There is absolutely no doubt in our mind that the PS3 lasted as much as it did due to OtherOS. The security really is terribly broken. [Wednesday, December 29, 2010 5:03:44 PM](#) via [Choqok](#)
53. Whoever originally wrote something about "overflowing the bootup NOR flash" needs to be shot (after watching the talk and paying attention) [Wednesday, December 29, 2010 1:53:15 PM](#) via [Choqok](#)
54. Reminder: There's a fail0verflow treasure hunt on the walls of the hackcenter that you might find interesting ;) [Wednesday, December 29, 2010 1:14:48 PM](#) via [Choqok](#)
55. Note: we won't be working long-term on CFW or similar. We'll release tools and a PoC, someone else can take over. The fun part is done ;) [Tuesday, January 04, 2011 4:49:47 PM](#) via [Choqok](#)
56. we only started looking at the ps3 after otheros was killed. [Tuesday, January 04, 2011 4:26:23 PM](#) via web
57. @joystiq the website will launch when it launches. Almost certainly not tomorrow. [Wednesday, December 29, 2010 11:12:34 AM](#) via web
58. fail0verflow is the name of our 'group'. We are a bunch of curious hackers who have been working on a bunch of things over the last 3 years. [Wednesday, December 29, 2010 10:15:02 AM](#) via web
59. [marcan42](#) FWIW lightning talks tomorrow are at 11:30-13:45. PS3

demo will be 4 minutes _somewhere_ within that range (to be determined) [Wednesday, December 29, 2010 9:19:21 AM](#) via [Choqok](#) Retweeted by [fail0verflow](#) and 14 others

60. @[cartfisk](#) official videos are not yet ready, you can try some of the unofficial ones: <http://events.ccc.de/congress/2010/wiki/Documentation> [Wednesday, December 29, 2010 9:15:12 AM](#) via web [in reply to cartfisk](#)
61. @[facanferff](#) that's the plan. [9:11 AM Dec 29th, 2010](#) via web [in reply to facanferff](#)
62. @[KushanTheCat](#) our goal is to have linux running on all existing PS3 consoles, whatever their firmware versions. [8:42 AM Dec 29th, 2010](#) via web [in reply to KushanTheCat](#)
63. Our current PS3 goal: AsbestOS.pup [8:41 AM Dec 29th, 2010](#) via web
64. For all those out there that think fail0verflow.com has been hacked - it hasn't. We're just busy working on a demo for tomorrow. Patience! [8:39 AM Dec 29th, 2010](#) via web
65. Look out for the awesome treasure hunt on the walls of the hackcenter. Hint, you might need a smartphone ;) [8:24 AM Dec 29th, 2010](#) via web
66. totally epic ps3 fail about to be unveiled at [#27c3](#), stream it at: <http://saal1.h264.27c3.fem-net.de/> or <http://wmv.27c3.fem-net.de/saal1> [7:04 AM Dec 29th, 2010](#) via web
67. @[fail0verflow](#) on stage now at [#27c3 7:01 AM Dec 29th, 2010](#) via web

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EXHIBIT C

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

guardian.co.uk

**GAMES
BLOG**

PlayStation 3 hack – how it happened and what it means

A group of coders claims the PS3 has been hacked, opening the doors to software piracy. We look into the implications



The PS3 has been hacked. But how – and why? Photograph: Kevork Djansezian/AP

In December, a group of coders operating under the name [Fail0verflow](#) stood up at the Chaos Communications hackers conference in Berlin and proclaimed that the [Sony](#) PS3 security system was an epic fail. Through the use of what they termed "simple algebra" they had managed to exploit a weakness in the [PlayStation](#) 3's encryption system, thereby gaining the public key required to run any software on the machine.

Legitimate games and movies will only play on the console because the discs provide a password or signature to the encryption system, which recognises them as authorised products. But with the key – essentially a long sequence of numbers – Fail0verflow coders would be able to compile their own custom firmware and then build applications that could run on any system. (You can view their presentation [here](#))

Like many members of the hacker community, Fail0verflow is resolutely anti-piracy – its members bypass console security systems merely as an intellectual challenge, or to run their own operating systems and applications. Consequently, the group didn't itself reveal the key. However, days later hacker, George Hotz (also known as Geohot), previously responsible for opening the iPhone system to so-called "jailbreak" hacks, *did* released the required firmware package decrypter on his website. Although the current hack requires users to modify their PS3 to run homebrew apps (or use a PS3 'Jailbreak' dongle, which bypasses the security system on machines with older versions of the firmware), further developments may ensure that anyone with the relevant software tools and technical knowledge could produce applications that will run on any PS3. It would then effectively be an open system. And naturally, the floodgates that have prevented widescale piracy on the console for the last few years could be smashed to

pieces.

Console hacking of this sort has been a part of the games industry for over a decade. Sega's Dreamcast console, launched in 1999, was one of the first major targets, favoured by homebrew coders for its powerful hardware, online functionality, and ease of access. The original Xbox also proved to be an easy machine to hack, thanks in part to a leaked SDK, which gave coders low-level access to the hardware.

Both the Nintendo DS and PSP have been comprehensively hacked, too, opening the doors not only to homebrew apps but to rampant piracy. There are products available for Nintendo's handheld that allow gamers to download pirated titles from the web and store dozens on a single cartridge. According to a report published by Japan's Computer Entertainment Supplier's Association last year, piracy on the Nintendo DS and Sony PSP has cost the industry \$41bn (£26.5bn) since June 2004. It has also seen dozens of third-party developers and publishers abandoning the platforms. In 2009, Peter Dille of Sony Computer Entertainment America told Gamasutra, "We can look at data from BitTorrent sites from the day Resistance: Retribution goes on sale and see how many copies are being downloaded illegally, and it's frankly sickening. We are spending a lot of time talking about how we can deal with that problem."

Usually, what happens in these situations is an arms race with the hacker community. An exploit will be devised and distributed and the console manufacturer will release a firmware update that plugs the gap. This repeats, and with popular systems like the PSP, the hackers just keep coming back. As Dark Saviour of the UK-based homebrew news site, DC EMU, explains, "Sony released new firmware to close exploits on the PSP, but you would only need the new firmware for newer games, being on a older firmware did not taint the PSP experience, because it's mostly an offline console. Also with such a great homebrew scene, coders kept finding ways to get round the firmware fixes, and even released firmware downgraders so you could use the new firmware to play the new games and then downgrade your firmware to play your homebrew apps (and unfortunately warez games). It's quite a powerful system, has a huge homebrew library, and getting homebrew running is not that hard. There are many that argue that the PSP would never have sold as well as it has without the great homebrew scene."

Predictably, the manufacturers don't see it that way. Last year, Microsoft took the extra step of banning gamers from Xbox Live if they were found to be running pirated or back-up copies of games on their systems. That may be a possibility for Sony, but updating the firmware is no longer an option: the PS3 hack affects the core of the whole encryption system; the only way to close the door is to launch new hardware with an entirely fresh security setup.

Was this hack always an inevitability? Perhaps not. Fail0verflow claims it only started to work on the PS3 system when Sony made the decision to disable the machine's Other OS functionality. This feature allowed owners to install their own Linux OS onto the console, giving them the ability to create and run their own applications, and to load apps developed by other users. It was an interesting invitation to the programming community, harking back to the 1997 launch of the Net Yaroze, a special programmable version of the original PlayStation console, which was widely used by home coders and by universities setting up games development courses at the time.

However, at the end of 2009, George Hotz announced via his blog that he was attempting to hack the PS3. His way in was through Other OS. The PS3's security "Hypervisor" allowed homemade Linux to run, but in a supervised mode with no access to lower level system functionality. Geohot bypassed the hypervisor, and published elements of the exploit online leaving the rest of the work to other hackers.

Sony's response was to issue Firmware update v3.21, which disabled Other OS, removing the Linux functionality and closing the system to home coders. The move was a red rag to the homebrew community. "[PS3] became a valid target," pytey, a member of Fail0verflow [told BBC News](#). "That was the motivation for us to hack it."

But did Sony really have much of a choice? When Other OS was effectively removed, Patrick Seybold, SCEA's director of communications and social media stated [in a blog post](#) that "disabling the Other OS feature will help ensure that PS3 owners will continue to have access to the broad range of gaming and entertainment content from SCE and its content partners on a more secure system". And that's the heart of it – the manufacturer's "entertainment partners" rely on the company to ensure their products aren't vulnerable to piracy. As Gamesindustry.biz points out [in an editorial today](#):

The hackers who follow in Fail0verflow's footsteps and create custom firmware to run pirated games, emulators and so on will be targeting Sony's hardware, but it's third-party publishers and developers who have the most right to be outraged. The license fee they pay to Sony for every piece of software they sell is, in many respects, a fee for security – the price of selling software on a platform where piracy is difficult or damn-near impossible. Now that has been taken away from them, with the PS3 looking set to become the easiest platform to pirate software for – easier even than the Wii, DS or PSP, all notorious piracy targets but all of which require some degree of technical knowledge to get pirated software working.

In other words, Sony owes it to the games publishers and movie studios who create products for its machine to maintain a safe, secure platform. As soon as Geohot revealed that exploits were possible via OtherOS, the whole concept was compromised. Sony has already seen game publishers evacuating the PSP platform, it may have felt that there was little choice here.

In the future, is there a way that hobbyist coders could be appeased by console manufacturers? Generally, it's the anti-piracy programmers who have the ability to create hacks and exploits of closed systems – the producers of "jailbreak" cartridges and pirated warez tend to come along afterwards, taking advantage of coders who maintain, perhaps rather idealistically, that they're just interested in the hardware as a development platform.

With this in mind, Space Rogue of the [Hacker News Network](#) reckons it's time for console producers to stop viewing homebrew coders as the enemy. "Basically manufacturers really need to start taking advantage of the possibility that their hardware will be modified," he argues. "Doing so should be seen as a profit centre and not loss of sales. Take a look at the Linksys WRT series of routers. A large number of those have been sold specifically because people could mod them and run their own software.

"Sony and other companies are still trying lock down the hardware in an effort to protect their content. The solution here is to open up the hardware, welcome tinkerers and create loyalty to your brand. Another example is the Microsoft Kinect: Micosoft originally tried to lock it down but after people opened it up anyway, MS realised they couldn't keep it closed and opened up the platform resulting in more sales. Unfortunately, based on past moves by Sony I doubt they will take the same approach and the cat and mouse game will continue."

The central problem remains however: once the platform is open to hobbyists, it's open to pirates. Plus, many members of the coding community are unlikely to be appeased by a walled garden approach to hardware access, such as Microsoft's [XNA architecture](#) which allow home coders to create Xbox 360 games for distrubution via the Xbox Live

Indie Community. As Dark Saviour suggests, "I think they have some interest, but because they are normally limited in some way, either by licenses or how much of the consoles 'power', they can use, they don't have the same appeal as homebrew. At one stage someone was porting a [Mega Drive emu to the Xbox 360](#) via XNA but they stopped because they released that MS would never let them release it, and XNA will not let you load a DVD – for example, a disc with your Mega Drive roms on it. I would say that Apple has done the best with engaging homebrew coders with the App Store which is far easier to get things released on it – even though Apple still blocks a lot of releases."

Interestingly though, Apple itself is in a similar situation to Sony. The new Mac App store [has been hacked](#) within 24 hours of its launch, allowing pirated software to be placed on the platform. Once again, the method has involved replacing signature files on illegitimate apps so that the security system sees them as official releases.

This is a war of attrition between manufacturers and hackers, but it is one in which the resources are utterly asynchronous. Console companies have the money to fund ever more intricate security systems, but they have to ship hardware at some point, and customers will only put up with so many firmware updates and featureset changes. Home coders, meanwhile, lack financial might, but have the time, perseverance and guile to keep chipping away for years on end. Sony has yet to comment on the PS3 hack, but is surely looking into its legal options, which are likely to be complex and limited. In 2007, the AACS encryption key protecting the HD DVD format was cracked and distributed online; the Motion Picture Association of America sent out cease and desist letters to websites publishing the numbers, but bloggers responded by replicating the code on hundreds of thousands of sites. No cases were brought to court – indeed the American Bar Association issued a report which questioned the illegality of distributing encryption keys.

For PS3, the future is uncertain. It's possible that hacks will become available, allowing console owners to download game ROMs onto hard drives, USB sticks or Blu-ray discs – these may run without modifications to the console hardware. It puts Sony Computer Entertainment in the same camp as the music and movie industries. Perhaps all that the company can now do is learn a very expensive lesson about the creation of encryption systems, a lesson that must then apply to the production of either the next iteration of PS3, or to any future consoles. For now, it has an open platform on its hands and, very probably, some extremely pressing questions from game publishers.

UPDATE: Sony has [claimed to Edge magazine](#), that it WILL be able to fix the security breach: "We are aware of this, and are currently looking into it," Sony said in a short statement. "We will fix the issues through network updates, but because this is a security issue, we are not able to provide you with any more details."

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EXHIBIT D

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
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EXHIBIT E

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
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commit search: ☐ re

description PS3 tools

owner

last change Fri, 7 Jan 2011 00:14:16 +0000

URL [git://git.fail0verflow.com/ps3tools.git](http://git.fail0verflow.com/ps3tools.git)

shortlog

11 hours ago	Sven Peter	another makeself fix master	commit commitdiff tree snapshot
14 hours ago	Sven Peter	ungpkg: decrypt and unpack game packages	commit commitdiff tree snapshot
19 hours ago	Sven Peter	unpkg: support non-compressed packages	commit commitdiff tree snapshot
20 hours ago	Sven Peter	Whoops again.	commit commitdiff tree snapshot
21 hours ago	Sven Peter	simple mode for unpkg; just extract the content	commit commitdiff tree snapshot
37 hours ago	Sven Peter	and one more makeself fix.	commit commitdiff tree snapshot
38 hours ago	Sven Peter	use urandom for keys to require less entropy	commit commitdiff tree snapshot
38 hours ago	Sven Peter	more work on makeself	commit commitdiff tree snapshot
40 hours ago	Sven Peter	don't segfault in case no key is available	commit commitdiff tree snapshot
44 hours ago	Sven Peter	some patches.	commit commitdiff tree snapshot
2 days ago	Sven Peter	cospkg: create core os packages	commit commitdiff tree snapshot
2 days ago	Sven Peter	Whoops.	commit commitdiff tree snapshot
2 days ago	Sven Peter	small fix for pkg	commit commitdiff tree snapshot
2 days ago	Sven Peter	cosunpkg: unpack decrypted core os package	commit commitdiff tree snapshot
2 days ago	Sven Peter	stupid stack smash	commit commitdiff tree snapshot
2 days ago	Sven Peter	Revert "undo all bn/ecc optimizations due to some bug"	commit commitdiff tree snapshot

...

heads

11 hours ago [master](#) [shortlog](#) | [log](#) | [tree](#)

PS3 tools

[Atom](#) [RSS](#)

EXHIBIT F

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[projects](#) / [noralizer.git](#) / summary



[summary](#) | [shortlog](#) | [log](#) | [commit](#) | [commitdiff](#) | [tree](#)

search:

☐ re

description PS3 NOR flasher/sniffer

owner

last change Tue, 4 Jan 2011 00:46:45 +0000

URL [git://git.fail0verflow.com/noralizer.git](http://git.fail0verflow.com/noralizer.git)

shortlog

3 days ago *Hector Martin* **Initial commit** [master](#) [commit](#) | [commitdiff](#) | [tree](#) | [snapshot](#)

heads

3 days ago **master** [shortlog](#) | [log](#) | [tree](#)

PS3 NOR flasher/sniffer

[Atom](#)

[RSS](#)

EXHIBIT G

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EXHIBIT H

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
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iPhone Dev Team Portal

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For our most recent content, please visit our blog [<http://blog.iphone-dev.org/>]

The blog is updated much more frequently than this portal entry page.

Dev Team Blog [<http://blog.iphone-dev.org/>]

Welcome

Welcome to the official iPhone Dev Team information portal. The information, statements, articles, and releases here are **official**. They have the approval of the combined Dev/Elite teams.

The goal of this portal is to **eliminate the confusion** about Dev Team progress. This is not a blog or a forum and it's not editable by the world. The goal is to have an accurate, useful and concise information portal about Dev Team progress.

This site and its contents are in no way affiliated with, endorsed by, or supported by Apple Inc.

More Dev Team resources:

Blog [<http://blog.iphone-dev.org/>] - for some thoughts and interesting links

Google Code [<http://code.google.com/p/iphone-devteam/>] - for open source projects

Announcements

QuickPwn Announcement	August, 18, 2008
PwnageTool 2.0 Announcement	July, 26, 2008
XPwn 0.3 Announcement	July, 26, 2008
XPwn Announcement (Updated)	May 17, 2008
Food?	May 12, 2008
PwnageTool 1.1 Announcement	April 14, 2008
WiFi Fix Announcement	April 3, 2008
BootNeuter Guide	April 3, 2008
Pwnage 1.0 Released	April 3, 2008
Pwnage Tool Delayed	March 30, 2008
Pwnage Presentation in Moscow	March 29, 2008
Pwnage in the News [http://209.85.165.104/search?rls=en-us&q=cache:http://money.cnn.com/news/newsfeeds/articles/djf500/200803132020DOWJONESDJONLINE001129_FORTUNE5.htm&ie=UTF-8&oe=UTF-8] (pdf)	March 13, 2008
Dual Boot your iPhone (jailbreak!)	March 12, 2008
What have we here? [http://bayimg.com/HAjLgaaBc]	March 11, 2008
Project Pwnage	March 7, 2008
iPhone Unleashed [http://www.youtube.com/watch?v=ks86VRzVLic]	February 29, 2008
Ownage? [http://www.youtube.com/watch?v=7mYSGbm02zQ] (signed firmware)	February 27, 2008
	February

- **Our congratulations to geohot [<http://iphonejtag.blogspot.com>], who has found the first software exploit for the 4.6 bootloader. We may not agree on many things, but we certainly respect his skills.**

Technical Areas

- [The 8900 File Format](#) – Description of the 8900 signed container format
- [Encryption Keys](#) – An overview of the encryption keys Apple uses
- [Secure Bootloader](#) – The earliest bird in the s5l boot process
- [S-Gold Bootrom](#) – The start of the S-gold boot process
- [USB Protocol Info](#) – protocols used to communicate data over USB

How-To Articles

- [Building the open source tool chain on Leopard](#) - How to build the open source tool chain on Leopard
- [Building the open source tool chain on Leopard for FW 1.2/2.0](#) - How to build the open source tool chain on Leopard, with support for FW 1.2/2.0
- [Using the Apple SDK with low-level APIs](#) - How to use the iPhone's lower-level APIs with the Apple SDK, using the open tool chain's headers
- [Building the Leopard Tool Chain in /Developer](#) - How to build the open source tool chain in /Developer on Leopard

External Links Of Interest

- Upgrading the iPhone Toolchain by saurik [<http://www.saurik.com/id/4>]

Who we are

asap18, bgm, Bugout, bushing, c1de0x, chris, dinopio, drudge, Fred_, ghost_000, gray, iZsh, jim-, MuscleNerd, netkas, np101137, penisbird, planetbeing, pr3d4t0r, pumpkin, pytey, roxfan, sam, saurik, Turbo, w____, wizzdaz, Zf

How to contact us

You can find us on the hackint0sh IRC network at <irc://irc.osx86.hu/iphone> [<irc://irc.osx86.hu/iphone>]

main.txt · Last modified: 2008/10/20 10:43

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EXHIBIT I

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
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HackMii

Notes from inside your Wii

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```

1C 28 ADDS      R0, R5, #0          ; R0 = R5
38 14 SUBS      R0, #20             ; R0 -= 20
99 02 LDR       R1, [SP,#0xA44+SHA1_in] ; R1 = SHA1_in
22 14 MOVS      R2, #20             ; R2 = 20
4B 0F LDR       R3, =(strncmp+1)    ;
47 98 BLX      R3                  ; strcmp(cert[cert_size - 20], SHA1_in, 20)
28 00 CMD      R0, #0              ;

```

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xyzzzy

July 22nd, 2008 by [bushing](#) · [43 Comments](#)

This isn't the prettiest code I've ever written — it doesn't have much of an interface, and I just threw this release together in a few minutes. However, it's been exceedingly useful to me, and hopefully some of you will find it useful, too. I'll quote the README here:

This program will do the following, automatically:

- Download IOS11 from the Nintendo Update Server
- Patch it to remove the MEM2 protection (so the PPC can access all 64MB of it)
- Patch it to allow it to delete itself later using ES_DeleteTitle()
- Find an unused IOS slot (counting downward from IOS255)
- Install the hacked IOS11 there
- Reboot into the hacked IOS
- Copy the private key structure from the IOS address space into MEM1
- Reboot back into a sane IOS
- Delete the temporary, hacked IOS
- Display the keys on screen
- Try to write them to a file on the SD card — keys.txt
- Pause for 60 seconds to allow you to copy the keys down using pen and paper, if necessary

I wrote this a week or two after I killed a Wii trying to reproduce tmbinc's original Tweezer Hack. May it rest in peace.

The first version of this code just used a patched version of IOS, which was an ugly hack. It's still an ugly hack, but at least it no longer contains copyrighted code. You should only really need to run it once on any given Wii, but it should be safe to run as much as you want. If nothing else, it demonstrates the kinds of ways you can use PatchMii_core to do something useful (as opposed to just running it and then packaging the result up as cIOS).

(c) 2008 bushing / hackmii.com

Download: [xyzzzy-1.0.zip](#) (source and binary)

Tags: [Wii](#)

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43 responses so far ↓

- [1 bushing](#) // Jul 22, 2008 at 6:17 pm

If anyone asks me what the point of this program is or why they need these keys or how to use them, I'm going to hit them.

- [2 Stalkid64](#) // Jul 22, 2008 at 6:25 pm

Damn that was my first questions. :*(
<3 xyzzzy.dol

- [3 ProdigySim](#) // Jul 22, 2008 at 6:26 pm

I actually tried the pen-and-paper method before checking if it wrote the keys out to SD. Great job, bushing. The applications should be endless.

- [4 kylehav](#) // Jul 22, 2008 at 6:33 pm

Wow, this is great.

What are the 'unk' keys?

- [5 SageChaozu](#) // Jul 22, 2008 at 6:35 pm

Goo d Show, Bushing. I was glad that you made it write to SD because all of my pencils are upstairs (had grabbed it from channel).

- [6 theorbtwo](#) // Jul 22, 2008 at 6:37 pm

Or, for more information on what these keys are, instead of just warning people not to ask: <http://hackmii.com/2008/04/keys-keys-keys>

- [7 Kaiman](#) // Jul 22, 2008 at 6:45 pm

Once again amazed, bushing.

Great job. 😊

- [8 Synangel](#) // Jul 22, 2008 at 6:58 pm

So, are these the elusive Key.bin files? Or are they a new set?

- [9 bubba](#) // Jul 22, 2008 at 7:18 pm

thanks for this ...

- [10 Newbie](#) // Jul 22, 2008 at 8:32 pm

Didn't work for me with twilight-hack-v0.1-alpha3a

I did copy xyzy.dol to SD as boot.dol.

Proceeded with twilight hack as usual.

Wii shows "Loading binary image..." and stays there forever.

The router doesn't show any connection from Wii. Even IP address is released...

- [11 Kaiman](#) // Jul 22, 2008 at 8:59 pm

@Newbie: Twilight Hack 0.1alpha3a doesn't load .dol files. (see changelog at wiibrew to see for yourself)

Upgrade to to 0.1beta1 or use HBC.

Hope that helps.

- [12 http://openid.aol.com/daegunlee](http://openid.aol.com/daegunlee) // Jul 22, 2008 at 11:12 pm

Hi, I have a Korean version Wii and I want to extract the new key in Korean Wii. (I also have a Japanese version, too.)

You've said that the Korean wii have two common keys. (known old one and unkown new Korean one)

Is it possible to extract the new Korean key with this program?

- [13 senti5000](#) // Jul 23, 2008 at 12:07 am

You forgot the most important part of the code, but oh well....

- [14 marcan](#) // Jul 23, 2008 at 1:23 am

Actually, 0.1alpha3a does support .dol files, but they have to be named boot.elf 😊

You should still update to 0.1beta1 though.

- [15 bushing](#) // Jul 23, 2008 at 1:46 am

@senti5000: ?

- [16 w11h4x0r](#) // Jul 23, 2008 at 2:59 am

so, can we erase pre-existing IOS versions now?

when the system menu gets rebooted into the hack ios and the hack is bad, is the wii bricked? can we reboot/cut the power/revert to the original?

your solution will work on other ios versions, right?

- [17 https://me.yahoo.com/a/Nej4z1d6gZhv2OPT9ry3RkNcCPMknw--](https://me.yahoo.com/a/Nej4z1d6gZhv2OPT9ry3RkNcCPMknw--) // Jul 23, 2008 at 5:22 am

Maybe senti5000 refers to the fact that in main() the check not to modify 1-1 seems to be missing. Only checks for 1-2 and 1-30 are implemented.

- [18 Newbie](#) // Jul 23, 2008 at 6:53 am

@Marcan

Do you mean if I copy xyzy.dol to SD as boot.elf, it'll work?
Just don't want to brick my Wii.

Another thing, should we go ahead and download IOS11 from N site before they block it?

- [19 Newbie](#) // Jul 23, 2008 at 6:55 am

Oops, sorry just read 0.1beta1 tries to load boot.dol, and falls back to boot.elf if boot.dol is not found

- [20 Newbie](#) // Jul 23, 2008 at 7:07 am

@Marcan
Thank a lot! It worked with 0.1beta1

- [21 San](#) // Jul 23, 2008 at 7:11 am

@Newbie
why do you need your wii keys if you dont even know how to use the tp hack properly?!

btw you cant brick your wii just by renaming files... 😊

- [22 Team-Gx » xyzy Released](#) // Jul 23, 2008 at 7:42 am

[...] HackMii Download: [...]

- [23 Damion](#) // Jul 23, 2008 at 9:12 am

what is this for anyways?

- [24 nukeee](#) // Jul 23, 2008 at 9:23 am

If I can compile and run patchmii or this app i get a network -26 error when getting the nus object. Everything compiles ok.

however if i run your compiled DOL everything works fine with no network errors.

I thought was my network connection but now its clear its not.

Are you running libogc from the cvs? as i'm just using the June libogc from the installer.

I'd like to get this to compile and run. Any help would be great.

Thanks,
Nuke

- [25 Arm the Homeless](#) // Jul 23, 2008 at 10:12 am

Maybe you should read the xyzy announcement again.
It echos your Wii's keys into a .txt file on the root of the SD.

- [26 adr990](#) // Jul 23, 2008 at 10:30 am

Omg it choked me when it told:
Hopes... fails... bricks frimware... bugs... etc xD

- [27 Yoshi Party](#) // Jul 23, 2008 at 11:27 am

Give a new statement about the exploit and when you are going to build a first ISO-Loader or at least releasing the exploit...

this xyzy seems to be nice...but it's useless for all non-developers and only another step to the iso-loader...why don't you just give us, what we want?

The homebrew-scene made the psp so much popular...for wii it will be the same;)

- [28 Louise](#) // Jul 23, 2008 at 1:46 pm

Can hacking the IOS allow the ARM to be used for general purpose calculations?

Or does using the ARM lock out using the PPC?

- [29 kmeisthax](#) // Jul 23, 2008 at 3:22 pm

@Louise: Yeah you can run your own code on the ARM, if you know how to sign an IOS and get it on the Wii.

P.S. Bushing your openid system is screwed, it sets the default nickname to be the OpenID capability sent by the website, a big security no-no I think

Also nice dig on Waninkoko.

- [30 Louise](#) // Jul 23, 2008 at 4:21 pm

@kneisthax: I don't know anything about hacking hardware, so I would need a library to take care of the dirty low level stuff for me.

What I would like is for the ARM and PPC to share the same memory space.

Is that likely to happen, or completely out of the question?

- [31 homemdosaco2000](#) // Jul 23, 2008 at 9:14 pm

@bushing: Well, I couldn't leave this post on the other thread (dear Nintendo), as it is closed for comments (for obvious reasons). And I didn't feel like e-mailing you because you get a little angry with that. I was wondering if you could post something about your impressions of working with nintendo's engineers, and how you think they feel about the 'scene', homebrew, working with you, etc. Not really interested in the bug, as I can't program anything beyond math algorithms. Hope you don't get mad about this. Best regards.

- [32 Bent](#) // Jul 24, 2008 at 6:30 am

When I try to run this using the twilight hack, it gets to the "Sending things to Earth..." part (or whatever it says) then the twilight hack appears to reboot continuously, getting the the same point in xyzy each time. Any ideas why?

Also, running it through the homebrew channel I can't get the http request to succeed, it says it fails every time (don't have the exact error message at the moment).

- [33 bushing](#) // Jul 24, 2008 at 3:33 pm

@w1h4x0r: The hacked version of IOS it loads is patched so that it can delete versions of IOS, yes. No, it will not harm your system if the process is interrupted — see my earlier article on PatchMii.

@#17: 1-1 is boot2, which can't really be "deleted".

@nukeee: Yeah, try a newer libogc — net_init now retries itself when it gets -26 (-EAGAIN).

@ homemdosaco2000: I don't yet have anything to write about, but sure, I'll do a debrief when the dust settles.

@ Yoshi-Party: Fail.

- [34 linkinworm-c98](#) // Jul 24, 2008 at 3:48 pm

@yoshi-party

LAMO yea the HOMEBREW scene, the homebrew scene on psp isnt backup loading, its real homebrew like custom prx's, programs like lua and such.

- [35 Damion](#) // Jul 24, 2008 at 8:00 pm

bushing why not just get a dev kit?

- [36 cr08](#) // Jul 24, 2008 at 8:45 pm

@Damion: A devkit won't do squat in a case like this. A devkit is only going to give you access to what nintendo will allow which is going to be restricted to the little sandbox they have designed into the Wii.

- [37 bitflusher](#) // Jul 26, 2008 at 12:01 am

it worked like a charm. i was surprised how fast the process was.

i am now sticking my personal keys in a safe place incase my wii gets bricked (perhaps even printed inside my wii)

thanx, i hope i never need them for unbricking 😊

- [38 I have several Questions... - WiiNewz Forums](#) // Sep 23, 2008 at 5:49 am

[...] I would say don't bother it just makes life harder. 2. You might find this useful at some point: xyzy and of course there is also Waninkoko – Wii Projects. Beware all this stuff has the potential to [...]

- [39 Recent Links Tagged With "xyzy" - JabberTags](#) // Sep 30, 2008 at 11:04 pm

[...] public links >> xyzy xyzy Saved by claudial on Mon 29-9-2008 Comment on C++ Algorithms: next_permutation() by xyzy Saved [...]

- [40 Helwem](#) // Oct 30, 2008 at 1:34 pm

no longer works, I guess because of the update of Nintendo accounts for a thank you very much for all your work, when a Xyzzy 1.1?

- [41 senorclean](#) // Oct 30, 2008 at 4:18 pm

I guess the copy of IOS11 on nintendo's servers was patched after the latest update – which would screw up the fake signing needed here.

I suppose it may still be possible to do using a cIOS to install the patched IOS11 – and if the old copy of IOS11 was fetched from somewhere else (SD card?)

Maybe Bushing can shed some light.

- [42 naturesbane](#) // Nov 28, 2008 at 10:00 pm

bushing: this program hangs after “sending to Earth” text.

Please confirm if this is now non-functional. Is there a means to still get keys?

System: 3.2U, cIOS36rev7, cIOS37rev3, cIOS51. (No other cIOSs installed, including cIOS247 or 2479.)

- [43 naturesbane](#) // Nov 29, 2008 at 12:48 am

regarding comment 42: delete or ignore. XYZZY v1.1 was functional for me. Must have been user error.

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```

1C 28 ADDS      R0, R5, #0          ; R0 = R5
38 14 SUBS      R0, #20            ; R0 -= 20
99 02 LDR       R1, [SP,#0xA44+SHA1_in] ; R1 = SHA1_in
22 14 MOVS      R2, #20            ; R2 = 20
4B 0F LDR       R3, =(strncmp+1)    ;
47 98 BLX      R3                  ; strcmp(cert[cert_size - 20], SHA1_in, 20)
28 00 CMOVB     R0, #0             ;

```

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Keys, keys, keys.

April 15th, 2008 by [bushing](#) · [23 Comments](#)

By popular request, here's an explanation of the different encryption keys that are used on the Wii.

AES Keys: The Wii uses 128-bit (16-byte) symmetric AES (aka AES-128-CBC) for most encryption.

- Common key (ebe42a225e8593e448d9c5457381aaf7): This is the “shared secret” that we extracted with the Tweezer Hack. This key is known by all Wiis, but is never used, directly, to encrypt anything. Instead, all [titles](#) are encrypted with a random AES key; this key is then encrypted with the Common key and then stored inside a [ticket](#). The ticket is then transmitted along with the content — on discs, it's part of the “certificates” found before the encrypted data starts. Thus, knowing the common key allows you to decrypt most Wii content, as long as you have the right ticket. This key is stored in the [OTP area](#) inside the Starlet ARM core inside the Hollywood package.
- SD key (ab01b9d8e1622b08afbad84dbfc2a55d): This is another shared secret — also stored on the Hollywood, but also found plenty of other places, including inside the firmware images. This key is used by the System Menu (1-2) to encrypt anything before writing it out to the SD card, and it's used by 1-2 to decrypt anything read from the SD card. This is done mainly for the purpose of [obfuscation](#), to keep people from examining savegames. It's worth noting that all Wii games save their data to the internal NAND — no game supports loading or saving data directly to SD. This frees game writers from the requirement of handling this step themselves; they just write the savegame data, unencrypted and unsigned, to their title-data directory inside the NAND filesystem; the system menu then handles everything else. (The real reason for this is probably that it allowed Nintendo to make a system where they didn't have to expose the details of this encryption — or any encryption — to their licensed game developers.) This key is also stored in OTP, and in several places in IOS (for no apparent reason). If you're using [Segher's tools](#), you may also be interested in the SD IV (216712e6aa1f689f95c5a22324dc6a98) and the MD5 blanker (0e65378199be4517ab06ec22451a5793), both of which are stored inside the 1-2 binary.
- NAND key (varies): This AES key is used to encrypt the filesystem data on the actual NAND chip itself; it is probably randomly generated during manufacturing and is also stored in the OTP area of the Starlet. This key is used to prevent the contents of the NAND filesystem from being read using a [flash chip reader](#). Nintendo may or may not actually record this key anywhere, since they (theoretically) don't need to ever use it. In fact, in some similar systems, keys like this are generated automatically by the device itself and (theoretically) never leave it — the Wii shares some design principles with [HSMs](#), but it certainly doesn't manage to be one. This is another OTP key.

RSA keys: The Wii uses RSA-based authentication in several different places. This is fundamentally different than the AES encryption used for data-hiding, because RSA is an [asymmetric cipher](#), meaning there are no shared secrets — nothing to be extracted from the Wii. The only RSA keys stored on the Wii are public keys, used to verify authenticity of content.

- CP: Content Protection? This key is used to sign the [TMD](#) associated with every title. The TMD contains a SHA1 hash of the contents of that title, proving that it had not been modified. My [24c3 presentation](#) was done by injecting a new .DOL into a Lego Star Wars disc and then [forging the signature](#) on its TMD, using a flaw originally discovered by Segher. After that presentation, people eventually discovered the common key needed to decrypt update partitions, allowing others to analyze / disassemble IOS. xt5 (who I had the pleasure of meeting at 24c3) was then able to find the same flaw and implemented it in his [Trucha Signer](#). In fact, from disassembling his code, the core part of it was almost identical to our never-released code — great minds think alike, eh?
- XS: “Access”? This is the key that signs [tickets](#), which contain the title keys for individual titles.
- CA: Certification Authority: This key signs both the XS and CP keys.
- MS: “Master”? This key is used to sign the certificate that contains a copy of your Wii's public ECC key. This certificate is then appended to savegames on SD cards, so that any other Wii can verify that the key was issued by Nintendo.
- Root: This is the “grand master key”, which signs the CA key. The public half of this can be found [here](#).

ECC keys: The Wii uses [Elliptic Curve Cryptography](#) in a few select places — primarily, it uses this when it signs savegames before writing them to SD card. ECC is used in ways similar to RSA, but it's somewhat newer and much faster to run on an embedded system.

Other: For lack of a better place to put it, there is also an [HMAC](#) key — a 20-byte value that is used in a SHA1-based HMAC of the NAND flash contents to prevent them from being tampered with. This is a commonly used scheme in embedded systems, where a device wants to “sign” something itself, for itself. There are no public vs private keys here — you need to know this value in order to verify the hash, and you need the same value to generate the hash. This isn't appropriate for communications between two people, but is perfectly fine for letting the Wii test to see if the chip was pulled, rewritten, and resoldered.

Key storage: The public keys are stored in various places — these aren't sensitive, so they don't really need to be concealed (although at least one of them

needs to be protected from modification, and it can then sign the others). The rest are stored in two places:

- Hollywood EEPROM: After meeting him at 24c3, bunnie was kind enough to [decap some chips](#) for me, including a Hollywood. One of those chips is 2kbit serial EEPROM, which stores the MS signature on the the ECC key.
- One-Time Programmable Area: Inside the Starlet ARM core, there are a bunch of things:
 1. SHA1 hash of boot1
 2. Common key
 3. ECC private key
 4. NAND HMAC
 5. NAND AES key
 6. RNG seed
 7. other stuff we can't yet decipher

All of that info comes from tmbinc, who recovered it with a method he [described here](#).

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23 responses so far ↓

- [1 Phredreeke](#) // Apr 16, 2008 at 4:41 am

Interesting read 😊 Keep up the good work

- [2 Nobody](#) // Apr 16, 2008 at 6:24 pm

Bushing,

Can you tie some of the official key names with those used in Trucha Signer?

“boot1 key” = NAND key?

“common key” = key.bin

“sd key” = SD Key

“sd iv” = ?

“md5 blanker” = ?

Excellent blog, by the way. It's become one of my top reads.

- [3 marcan](#) // Apr 16, 2008 at 7:31 pm

SD IV and MD5 Blanker are just arbitrary 16-byte constants stored inside the system menu. They aren't “keys” per se and they aren't sensitive.

The boot1 key is separate from the NAND key. Common key is indeed key.bin.

- [4 Dasda](#) // Apr 17, 2008 at 12:29 pm

The IV is just an XOR on the first 16 bytes of the decrypted file, to make them as they were before the encryption (I really don't know why, I don't think this is something related to security though).

- [5 Odb718](#) // Apr 19, 2008 at 10:24 am

Holy mother of keys! I had NO idea there were that many. This is worse then a janitor at a public school. I thought there'd be maybe 5 keys used.

- [6 TD-Linux](#) // Apr 19, 2008 at 12:20 pm

Wow, a very nice explanation of the mess of a security system the Wii has! I especially liked your separation of the different kinds of keys (symmetric, asymmetric, etc). I'll go see if this is on the wiki somewhere. If it isn't, it's very excellent information, and someone (possibly me) should port it over into mediawiki syntax.

- [7 Newbie](#) // Apr 19, 2008 at 3:57 pm

Bushing,

Can you clarify, what keys are unique for each console, please?

Another (or same?) question,

I tried to write a “Wii save games editor”, basically nothing more than a front end to Segher tools with some compare/edit capabilities.

Based on your post, the only part I missed was ECC keys, right?

Now the question is: If we ever get those keys, what else could they be used for, (or if you prefer MISused for)? I hope they are not used in any way in Virtual Console...

- [8 Dasda](#) // Apr 19, 2008 at 4:12 pm

Newbie: ECC keys are used for saves and virtual console games when you put them on SD-cards.

- [9 Newbie](#) // Apr 20, 2008 at 7:50 am

Dasda,

Do you mean, the process will be the same to saves and VC games (VCG)?

Copy to SD – [optionally publish on internet] – unpack – [optionally patch] – pack using your keys – copy to your Wii, right?

I thought, VCG have more “layers of protection” than saves...

Since there is no problem with “unpacking” saves, why pirates bother with NAND FS dumper, if the “unpack” process is the same for VCG and saves?

- [10 chris](#) // Apr 20, 2008 at 2:15 pm

very interesting indeed, it makes me want to learn about cryptography.... however, I'm not sure to understand exactly the difference between a ticket and a tmd file ? and what is exactly a wad ? mzybe the next lesson could be about the different wii filetypes 😊

- [11 Dasda](#) // Apr 22, 2008 at 11:01 am

Newbie: These keys are only used to sign channels you copy from your Wii, not the channels included in games or updates. The ones you copy from your Wii still contains the same signatures as the channels (you can only sign to verify that the VC was from your Wii, not that it is authentic).

Chris: A wad file basically is a TMD, ticket, the content files and the certificate chain stored after each other (that's not the correct order). It contains a small header holding the sizes of each part, and they are rounded up to 64 bytes I think.

The ticket contains the key used to decrypt and the TMD contains information about the content files.

- [12 chris](#) // Apr 27, 2008 at 10:30 am

@Dasda: thanks for the precisions

I have another question though: I've come across a tool called WAD uninstaller that seems to uninstall a previously installed channel

Even if I think I understand how the install process is going on (the WAD content is probably based on a title content + a title installer ?), i don't understand why a WAD uninstaller is needed... is that not enough to use the channel delete function in the Wii menu ? DOes this mean the WAD is also adding some stuffs behind the title ?

- [13 bushing](#) // Apr 28, 2008 at 1:14 am

@Dasda: IV: http://en.wikipedia.org/wiki/Initialization_vector

@Newbie: There are three keys that are unique to each Wii: NAND AES, NAND HMAC, ECC.

VC games do have an extra layer of protection, in that the ticket that belongs to each game is keyed specifically (and individually) for each Wii.

@chris: A wad uninstaller is needed because not all channels can be deleted — I think there's either a range of title IDs, or a bit that can be set in the TMD, that indicates that a channel is a “system channel” which cannot be deleted. This is why people can't fix the “duplicate channel problem” themselves.

That aside, when you do delete something, it still leaves some bits around — at least the ticket, and possibly the TMD and the directory structure, too. None of this should be a problem — but hey, you never know...

- [14 Newbie](#) // Apr 28, 2008 at 6:41 pm

@bushing

Thanks a lot. In my post (#7), it was another question as well, could you answer it please?

Now the question is: If we ever get those keys, what else they could be used for, (or if you prefer MISused for)

- [15 bushing](#) // May 6, 2008 at 1:32 pm

@Newbie: I didn't answer your question, because Dasda did, in #8. To rephrase his answer:

ECC keys are only used in one place: by the system menu, when copying things to or from the SD card. So, when you copy a savegame or a VC game from the NAND to an SD card, it gets signed with your console's ECC key.

When you copy a savegame or a VC game from the SD card to the NAND, the System Menu checks to make sure the ECC signature is valid — among

other things. The main check is “do I have a TMD for this game” (for savegames) or “do I have a valid ticket for this game” (for VC games). It also does the usual RSA signature check, etc.

So, no, there’s not much you can do with the ECC key except for hack savegames, and there are easier ways to accomplish that. Namely, edit the contents of the file on NAND and then use the menu to copy it to SD card for you, or there’s an ES call (ES_Sign) which will just do this directly from any program you write.

- [16 Newbie](#) // May 7, 2008 at 8:09 pm

@bushing & dasda,
Thanks for your answers!

I didn't answer your question, because Dasda did, in #8.
I guess I'm not smart enough to get it from Dasda reply!

The main check is “do I have a TMD for this game” (for savegames)
Does it mean we cannot copy a savegame [to Wii] until the game DVD is inserted at least once?

So, no, there's not much you can do with the ECC key except for hack savegames
Good to know. I thought nobody wanted to share the way to extract them because of piracy reasons. Apparently (from your later posts!) it's just not quite simple thing to do!

and there are easier ways to accomplish that. Namely, edit the contents of the file on NAND and then use the menu to copy it to SD card for you, or there's an ES call (ES_Sign) which will just do this directly from any program you write.

As of now it seemed a much easier way to “copy to PC – decrypt – edit – encrypt – copy to Wii”, than write full blown save game editor as native Wii program (at least for me!). But there is no doubt, in the very near future we will see that program.

- [17 thiefstar](#) // Jan 13, 2010 at 2:05 am

@bushing

Hi,

Some people said:

open the brickednand.bin and

Found “if mdck =***** then”
Sentence, in which “*****” is your CPUKEY.
and Open the NAND.BIN with TrueCrypt v6.3a For Linux
Found “if [email = mdck = @ then] mdck =##### then [/ email]”
Replace ##### with the ***** and save
finally flash the NAND.BIN to nand flash and soldering the nand flash. it will done.

It is possible?

- [18 bushing](#) // Jan 16, 2010 at 5:48 am

@thiefstar: This came from <http://www.91wii.com/thread-26561-1-1.html>, right?

It's bullshit. It makes no sense, the guy is making it all up. I'd try to explain why, but there's not even anything there to disprove — it does not even slightly resemble reality. Why do people write up posts like that?

- [19 thiefstar](#) // Jan 18, 2010 at 7:56 pm

@bushing

yes. this came from 91wii.com
Author mentioned in the text. He said that did not write all the steps.

This is very interesting

- [20 thiefstar](#) // Jan 18, 2010 at 10:01 pm

I have contacted that the author. Full brick repair, he said only 50% success rate. But 003 is 100% (Of course. He would not tell me repair methods. Because he was the store staff)
it seems that he does not replace the nand file. I think he should be to amend the IOS70 data of nand file.

- [21 feraligatr](#) // Jan 26, 2010 at 7:20 pm

As far as I can tell, he is nothing other than a fraud. His words are totally non-sense.

- [22 KingLewy](#) // Feb 1, 2010 at 1:54 am

I thought the only way to repair a bricked Wii was to already have a dump of your Wii's NAND before it bricked, right?

That says to me that anybody claiming they can repair your bricked Wii is lying. They'd need you to have already backed up your Wii's memory (for which not everyone is as insightful) and if you can do that, then you can repair it yourself, yeah?

- [23 DCX2](#) // Sep 27, 2010 at 7:02 pm

So there's a pretty severe Metroid: Other M glitch that can kill your game. I would like to make a PC application that can take MOM save games and fix the glitch. Preferably, this would work without any homebrew at all, so that Joe Sixpack could fix his MOM glitch without HBC. However, I'm having some trouble digesting the key info...I'm not really a crypto person.

Is it possible to do this with just the SD key? Do I need the ECC key? Can I fake the ECC key somehow?

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DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
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1 Rule to a Flat Belly: Obey
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Bushing releases Xyzzy Tool to grab Keys from Wii Consoles

Category: [Nintendo Wii](#) Submitter: [PS3 News](#) - (<http://hackmii.com>)

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Bushing has released a tool for grabbing the keys from your Wii console. To quote: This isn't the prettiest code I've ever written - it doesn't have much of an interface, and I just threw this release together in a few minutes.

However, it's been exceedingly useful to me, and hopefully some of you will find it useful, too. I'll quote the README here:

Download: [Xyzzy v1.0](#)

This program will do the following,

automatically:

- Download IOS11 from the Nintendo Update Server
- Patch it to remove the MEM2 protection (so the PPC can access all 64MB of it)
- Patch it to allow it to delete itself later using ES_DeleteTitle()
- Find an unused IOS slot (counting downward from IOS255)
- Install the hacked IOS11 there
- Reboot into the hacked IOS
- Copy the private key structure from the IOS address space into MEM1
- Reboot back into a sane IOS
- Delete the temporary, hacked IOS
- Display the keys on screen
- Try to write them to a file on the SD card — keys.txt
- Pause for 60 seconds to allow you to copy the keys down using pen and paper, if necessary

I wrote this a week or two after I killed a Wii trying to reproduce tmbinc's original Tweezer Hack. May it rest in peace.

The first version of this code just used a patched version of IOS, which was an ugly hack. It's still an ugly hack, but at least it no longer contains copyrighted code. You should only really need to run it once on any given Wii, but it should be safe to run as much as you want.

If nothing else, it demonstrates the kinds of ways you can use PatchMii_core to do something useful (as opposed to just running it and then packaging the result up as cIOS).

Stay tuned for more PS3 Hacks news. Also be sure to drop by the PS3 Hacks Forum for updates!

```

1C 28 ADDS    R0, R5, #0          ; R0 = R5
38 14 SUBS    R0, #20            ; R0 -= 20
99 02 LDR     R1, [SP,#0xA44+SHA1_in] ; R1 = SHA1_in
22 14 MOVS    R2, #20            ; R2 = 20
4B 0F LDR     R3, =(strncmp+1)    ;
47 98 BLX     R3                ; strcmp(cert
78 00 CMP     R0, #0            ;

```

Posted 899 days ago

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EXHIBIT L

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

Console Hacking 2008: Wii Fail

Is implementation the enemy of design?

marcan and bushing

Team Twizzers

Introduction: The Wii

Design goals:

- Cheap
- Sold at a profit
- Small, sleek, reasonably portable
- Backwards compatible with the GameCube
- Support for common standards
 - WiFi, USB, Bluetooth, SD
- "Always on" networking: WiiConnect24

Primary hardware overview

Improve and extend the GameCube

- IBM PowerPC 750CL "Broadway" @ 729Mhz
- ATI "Hollywood" GPU+DSP @ 243Mhz
- 24MB 1T-SRAM (*MEM1*) + 64MB GDDR3 DRAM (*MEM2*)
- Standard GameCube I/O (pads, memcards)
- 480p video output
- USB 2.0, SD, WiFi, Bluetooth
- 512MB NAND Flash (SLC)
- Modified DVD reader (Dual Layer)
- Security subsystem

Security architecture

Two custom processors

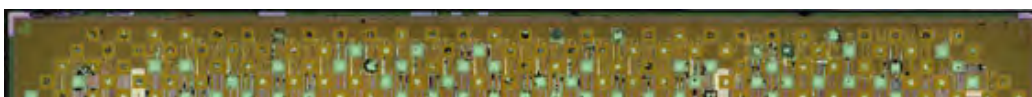
PowerPC 750CL "Broadway": Fast and insecure

- No OS! Games run on "bare metal". Fast and cheap.

Hollywood: ATI Graphics, peripherals, memory, "IO Bridge"

IO Bridge is a NEC ARM926 SoC: "Starlet"

"Starlet" (photo by Flylogic)



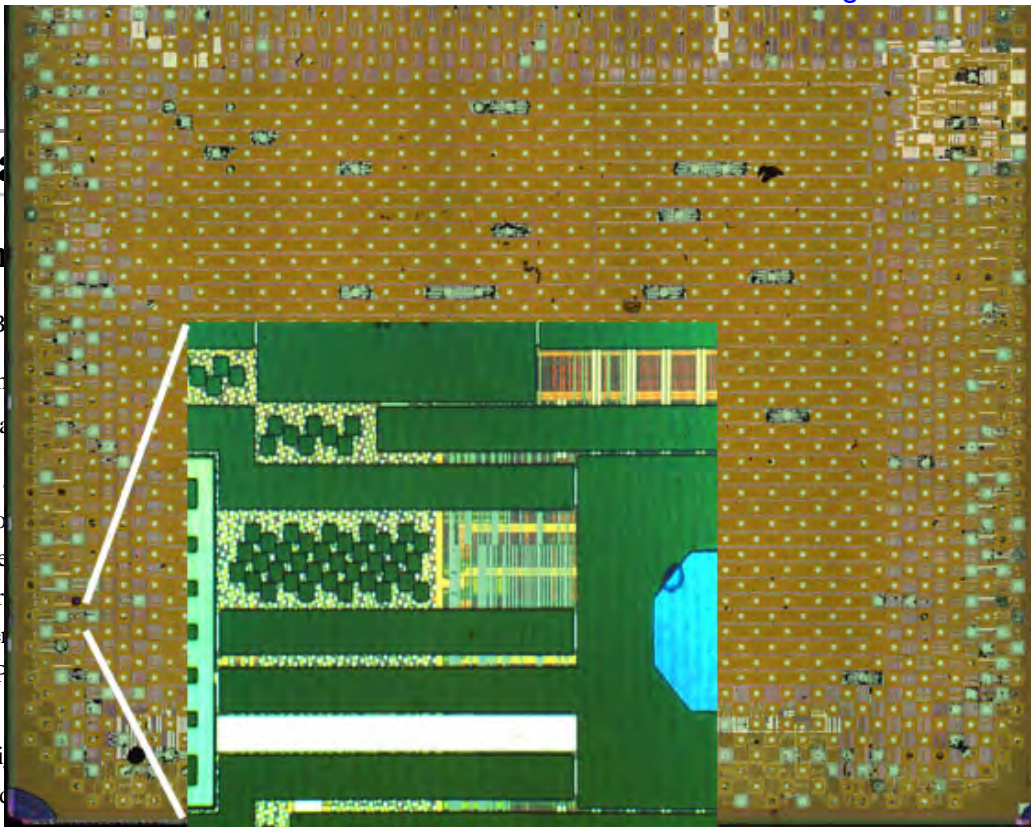
Security

Two custom

PowerPC 750CL "Broadway"

Hollywood: ATI Graphics

- No OS! Games are loaded directly from the disc
- IO Bridge is custom
- Runs a custom OS
- Many features
 - Secure boot
 - Drive encryption
 - HTTP
 - Runs
- All code is signed
- All abstracted



Secure Boot process

Code is booted directly from an internal 512MB NAND Flash chip

- boot0: small (1.5k) bootloader mask ROM in Hollywood
- boot1: 2nd-stage loader (17k) in flash
 - Verified against a factory-burned hash
- boot2: main loader (160k) in flash (mini IOS)
- IOS: ARM code (2MB) read from flash filesystem, running on Starlet
- Menu: PPC code read from flash filesystem, and pushed to Broadway
 - boot2, IOS, Menu are signed using RSA

Multi-stage process reduces cost and increases flexibility

Software titles

- Channels, Games, WiiWare, System software are all **titles**
- A signed package of software, identified by a TitleID
- TMD: Title MetaData signs and describes the contents
 - Contains SHA-1 hashes of the content files
 - Permissions, group IDs, region locking
- eTicket: Your *license* to use the title (the key)
 - Contains the encrypted AES key used to decrypt the title on installation
 - The master key is stored in OTP ROM and hard to extract
 - May contain time limits
- TMD and eTicket are signed using RSA-2048
- eTickets may be specific to one console

Wii Optical Discs (WODs)

- Modified DVD format (with physical anti-duplication measures)
- Discs contain multiple partitions (update, game)
- Partition data is encrypted using AES (and the eTicket key)
- Each block is hashed using SHA-1
 - A hash tree traces each block to a master hash
- All data and game assets are signed and encrypted this way!
- The "root" signature is in the TMD
- The encryption key is in the eTicket

IOS

Custom micro-kernel OS designed by BroadOn (California)

- handles most I/O to Broadway
- talks to Broadway via an IPC interface
- provides high-level network API
- decryption / authentication of Broadway's code
- enforces POSIX-like FS permissions
 - Games (Title IDs) are users, vendors are groups
 - IOS tracks the current permissions of Broadway
 - Broadway can't see system files
- Starlet controls Broadway boot and memory limits
- Modular architecture - modules run as isolated userspace processes
- Kernel runs on internal SRAM, userspace uses the top 12MB of MEM2
 - Broadway can't use this area (it's protected)

All in all, this is a pretty secure system.

Breaking in: GameCube Mode

- GameCube software is totally unsigned, but runs in a sandbox
- The DVD drive is similar to the GameCube's
 - Outsourced to Matshita
- GameCube drivechips were easily "ported" to the Wii
 - Wii game piracy
- GameCube homebrew possible via GC mode discs
 - But sandboxed, no IOS running, no Wii features
- Wii always boots first into native mode, then reboots into GameCube mode
- GameCube mode uses the first 16MB of MEM2 (as ARAM)

Hack: Tweezer Attack!

- Upper 48MB is not cleared when entering GameCube mode
- Hardware register prevents Broadway from accessing memory
- Address lines of DRAM chip can be manipulated with hardware
- Possible to temporarily move 16MB "window" throughout DRAM

- Dump the entire 64MB to a computer for analysis (bit-banged joypad line)
- Hmm, there's IOS

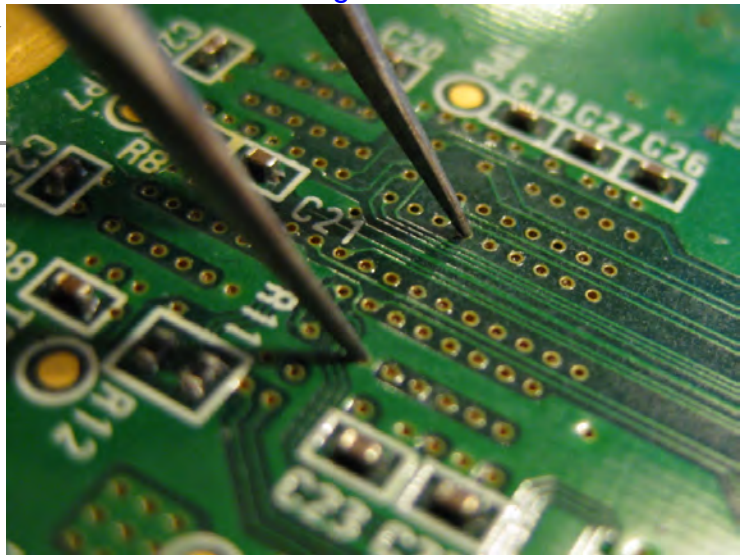
Keys

Per-console keys

- ECC private key
- ECC public certificate
- NAND AES key
- NAND HMAC key

Global keys

- Common key 0
- SD key
- Root certificate
- New common key 1 (Korean)



Key locations

- Hardcoded in IOS:
 - SD key
 - Default common key 0
- One-time-programmable memory area (Hollywood):
 - Common key 0
 - ECC private key
 - NAND AES key
 - NAND HMAC key
- Serial EEPROM die (inside Hollywood):
 - ECC public certificate
 - Common key 1 (Korean only)

Inside IOS

- Isolated userspace processes
- Talk to kernel using system calls
 - Privileged hardware access
 - Process/thread management
 - Talking to other processes
- Inter-process communication using standard calls
 - open(), close(), read(), write(), seek(), ioctl(), ioctlv()
- Processes set up devices under /dev/
 - ES (eTicket Services, /dev/es): application security
 - DI (Drive Interface, /dev/di): DVD driver and crypto
 - Many more...
- Broadway can issue inter-process calls too
 - Appear to come from PPCBOOT process

Signatures

- All RSA signature comparison is done by one function
- ES_VerifySign uses hardware SHA-1 engine, and software RSA
- Before loading content, TMD must exist containing SHA1 of that content
- SHA-1 of TMD is signed by Nintendo
- When validating TMD, IOS decrypts RSA signature to produce expected TMD hash
- Real TMD hash is calculated, and the two are compared

RSA primer

- RSA signature verification is very simple
- $c = m^e \bmod n$
 - m : encrypted signature
 - c : decrypted signature
 - e : public key exponent
 - n : public key modulus
- c is created by taking the SHA-1 of what is being signed, and prepending constant padding
 - the padding is required to ensure the security of RSA
- Verification compares the resulting c with the expected c from the above calculation

RSA the Nintendo Way

Hack: Fakesigning

- RSA: $0^e \bmod n$ is 0 for any e and n
 - All zero input means all zero output!
- This means that the SHA-1 that IOS compares is all zeroes too
- This will compare equal to any SHA-1 that starts with 00
- Bruteforce it!
 - Change some bytes of the data until the SHA-1 starts with 00
- Fakesigning lets us:
 - Use unsigned games
 - Install an unsigned System Menu
 - Install unsigned IOSes
 - Install an unsigned boot2

Fakesigning Demo!

Data:

Fakesign!

Hack: Twilight Hack

- Savegames are exported to an SD card signed with the console's private key
- We can extract the keys, so we can sign any savegames too

- Exploit a stack buffer overflow in The Legend of Zelda: Twilight Princess
- Direct execution to a stub inside the savegame
- Load a loader from another file in the savegame
- Loader reads an executable from an SD card
- Easily run arbitrary Broadway code

The Birth of a Hack



Twilight Hack in 10 steps

```
Twilight Hack v0.1-beta1 (marcansoft@basestar)
Copyright (C) 2003,2004,2008
tnbinc, segher, bushing, marcan
Cleaning up environment
Flushing IPC transactions..... Done.
Closing file descriptors... Done.
Releasing STM callback...Old callback released!
OK.
```




Life of a typical exploit

1. You find a bug
2. You use the bug for a while
3. Vendor fixes bug
4. GOTO 1

Life of the Twilight Hack

1. You find a bug
2. You use the bug for a while
3. Vendor tries to detect exploit and remove it
4. Vendor botches the detection
5. You keep using the same tweaked bug
6. Vendor **really** detects the exploit this time

DI_Verify

- Multiple versions of IOS are stored in flash for compatibility
- When booting a game, the System Menu loads its requested version
 - this is okay, as long all versions of IOS are secure
- When IOS reloads, it forgets the current state
- When DI opens the disc partition again, it sends the TMD and eTicket to ES
 - Permissions are established according to the currently inserted disc
- ES sets up the new permissions
- This is a private ioctlv in ES

Abusing DI_Verify

- ES doesn't check the requesting process!!
- We can run the same ioctlv from Broadway (as PPCBOOT) and pass in any TMD and eTicket
- Allows privilege escalation (*sudo*)
 - Modify saved data of any title
- GroupID 0x00 is reserved for "system stuff"
 - We can set this GroupID in the TMD and fakesign it

- Modify executable code of any title
- Extract secret keys or executables to downloadable applications (WiiWare/Virtual Console)
- We call this ES_Identify :-)

Abusing DVD Video

- Disc drive firmware (ROM) rejects non-Wii discs when loading games
- Can't write a warez loader, because you can't even read the disc
- DVD Video commands left in firmware, to support potential DVD Video channel
- IOS will not let you use those commands ... unless you set a magic bit in TMD
- Result: Homebrew ability to play DVD Videos without firmware patching
- Result: DVD-Rs look a lot like DVD Video discs, so someone wrote a warez loader
- Tried to inform Nintendo about this, they responded by harassing us
- Moral: Don't bother

Vendor Response

- First unsigned code demonstrated: Dec. 2007
- First optional fix for strncmp bug: 21 Mar. 2008
 - Near useless, limited to one new IOS
- First operational fix for strncmp bug + Twilight Hack "fix": 16 Jun. 2008
 - Limited to System Menu IOS, easily bypassed; hack fix is a failure
- First near-complete rollout of strncmp fix: 23 Oct. 2008
 - Fairly effective against VC piracy
- Second Twilight Hack fix attempt: 17 Nov. 2008
 - Still a failure

Crypto Problems

- Bug in signature verification (hash check)
- Keys stored in external GDDR3 RAM in cleartext
- Memory not cleared when entering GameCube mode
- Signatures verified at installation time only
 - Chain of trust easily breakable via raw NAND access

Broadway API Problems

- Broadway code can reload IOS
- Broadway code can call private IOS functions
 - Read/write encrypted flash at low level
 - Identify using TMD/eTicket
- Poor parameter verification in syscalls
- Poor caller process checks in syscalls
- Latent DVD-mode code

Procedural problems

- Long testing cycles

- Unwillingness to talk to security researchers
- Left boot1 unpatched for a year
- "knee-jerk" bugfixes (fixed irrelevant holes without improving architecture)
- Two different teams working on software -- poor communication?

Embedded Device Scorecard

device	y	security	hacked	for	effect
PS2	1999	media format	12 months	piracy	-
dbox2	2000	signed kernel	3 months	Linux	payTV decoding
GameCube	2001	encrypted boot	12 months	Homebrew	piracy
Xbox	2001	encrypted/signed bootup, signed executables	4 months	Linux Homebrew	piracy
iPod	2001	checksum	<12 months	Linux	-
DS	2004	signed/encrypted executables	6 months	Homebrew	piracy
PSP	2004	signed bootup/executables	2 months	Homebrew	piracy
Xbox 360	2005	encrypted/signed bootup, encrypted/signed executables, encrypted RAM, hypervisor, eFuses	12 months	Linux Homebrew	leaked keys
PS3	2006	encrypted/signed bootup, encrypted/signed executables, hypervisor, eFuses, isolated SPU	not yet	-	-
Wii	2006	encrypted bootup	1 month	Homebrew	piracy
AppleTV	2007	signed bootloader	2 weeks	Linux	Front Row piracy
iPhone	2007	encrypted/signed bootup	1 month	Homebrew international	SIMlock revenue

Homebrew demos

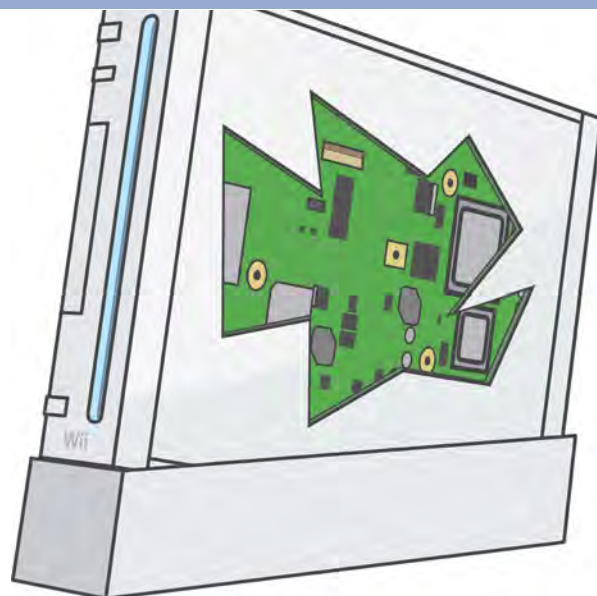
- Homebrew Channel
- BootMii

EXHIBIT M

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

Wii: Hardware, seguridad, hacking y homebrew

Héctor Martín, <hector@marcansoft.com>



Euskal Encounter 16, BEC (Barakaldo), Julio de 2008

Introducción

Nuestras metas:

- Comprender cómo funciona el hardware y el software de la Wii
- Conseguir y mantener la posibilidad de ejecutar software casero en la Wii
- Utilizar la consola para propósitos propios y de todo tipo

Los fabricantes insisten en ponérselo difícil...

En esta conferencia veremos:

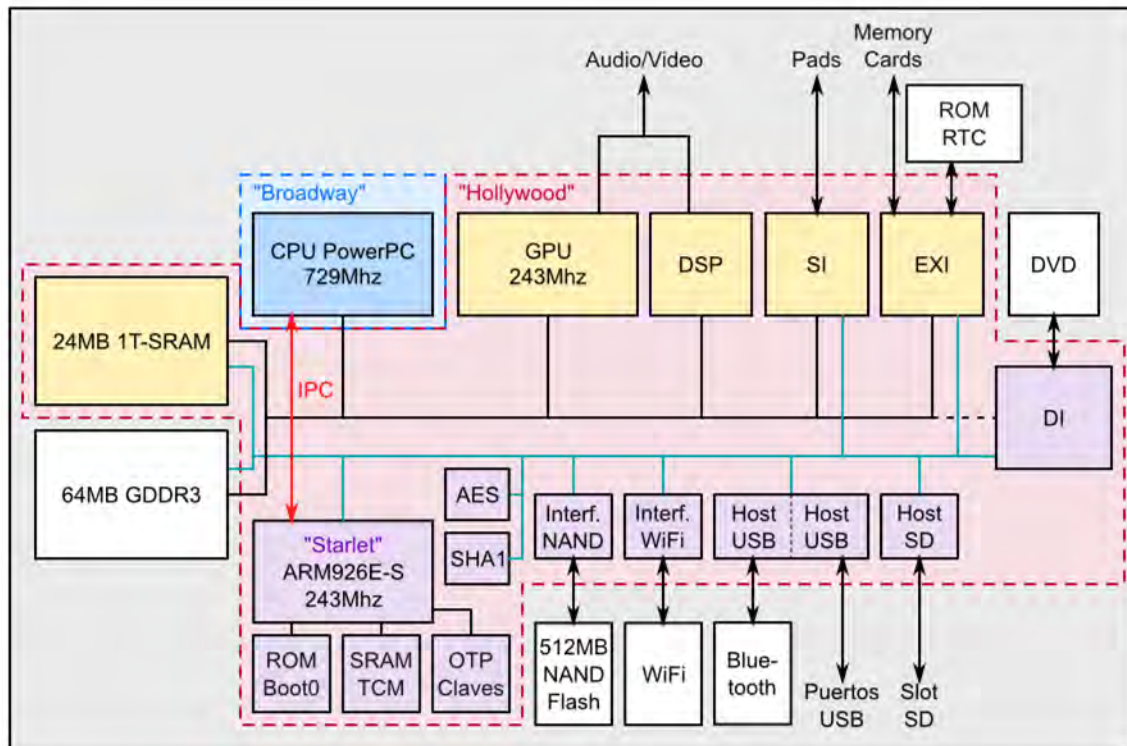
- El hardware de la Wii
- El software de la Wii
- El sistema de seguridad
- Los ataques y exploits
- El futuro de ellos
- Homebrew: herramientas de desarrollo, utilidades, y aplicaciones

¿Qué es la Wii?

Tras las decepcionantes ventas de la GameCube, Nintendo decidió reinventar la consola:

- Partimos desde el hardware de la GameCube (muy respetable)
 - CPU PowerPC a 485Mhz ("Gekko")
 - 24MB de memoria principal (1T-SRAM), 16MB de memoria de audio y DVD (DRAM)
 - GPU "Flipper" a 162Mhz (desarrollada por ArtX, ahora ATI)
 - Unidad lectora de discos ópticos (DVDs modificados)
 - Puertos de expansión, mandos, tarjetas de memoria, etc.
- Actualizamos: la CPU ahora a 729Mhz, y la GPU a 243Mhz
- Y le añadimos lo siguiente:
 - 64MB de memoria GDDR3 (reemplazan a los 16MB de DRAM)
 - Lector de tarjetas SD
 - USB
 - Bluetooth (y mandos inalámbricos - podría hacer una conferencia sólo sobre ellos)
 - WiFi

De GameCube a Wii



Se complican las cosas...

En la GameCube, ejecutar homebrew era relativamente fácil

- El software de los discos no lleva ningún tipo de firma
- La BIOS, aunque encriptada, no lleva firmas y la encriptación es muy mala
- Se pueden usar modchips para reemplazar la BIOS o cargar código desde DVDs

Nintendo parece haber aprendido la lección con la Wii

- Todo el software va firmado
- Todo el software va encriptado
- La criptografía que se usa es moderna, estándar, y segura
- Se establece una cadena de confianza desde el arranque, mediante hardware
- Los datos también van encriptados, incluso las partidas de los juegos
- La memoria FLASH de la consola va encriptada y firmada
- Hay un procesador separado encargado de la seguridad

O al menos esa es la teoría...

El software de la Wii

Hay muchos componentes de software independientes:

- Las etapas del proceso de arranque: **boot0**, **boot1** y **boot2**
- El software que normalmente se ejecuta en *Starlet*, **IOS**
- El sistema de compatibilidad de GameCube, **MIOS** y **BC**
- El menú del sistema
- Juegos cargados desde DVD
- Los Canales del menú (aplicaciones y juegos)
- "Canales" internos (p. ej. el CLUF)

Excepto las etapas de arranque, todos son *títulos* y comparten un sistema de instalación, firmado, y ejecución común

Títulos

Un título es un paquete de software, compuesto por:

- Un **TitleID** o ID de título, un código (o número, según se mire) que lo identifica
 - *Consta de un número de 64 bits, donde los primeros 32 identifican el tipo de título y los últimos 32 suelen ser un código de cuatro letras ASCII*
 - *Ciertos IDs tienen un tratamiento especial*
- Un **TMD** (*Title Meta-Data*) que describe una versión concreta del paquete y su contenido
- Un **eTicket** (también llamado **ticket** o **tik**), la licencia que tenemos para acceder al software
- Una serie de archivos de datos, los **contenidos**, los cuales se pueden compartir entre títulos para ahorrar espacio
 - *Uno de los contenidos, el **contenido de arranque**, es el ejecutable principal*
- Una cadena de **certificados** que se usa para validar las firmas digitales

El TMD

El TMD es la base que se usa para firmar los contenidos, y contiene:

- El TitleID
- La versión del título
- El IOS a usar, si se aplica
- Un **descriptor de contenido** para cada contenido:
 - *Índice del contenido*
 - *ID del contenido*
 - *Tamaño*
 - *Hash **SHA-1** de los datos del contenido*

Los TMDs llevan firmas digitales RSA de 2048 bits

El eTicket

El eTicket nos da acceso a un título, con posibles restricciones. Contiene:

- El TitleID
- Una **clave** de 128 bits para descriptar el título
 - *Esta clave a su vez va encriptada*
- Una serie de **límites**, como por ejemplo un límite de tiempo de uso

Los eTickets también llevan firmas digitales RSA de 2048 bits

Se distinguen dos variantes:

- eTickets comunes, para software de libre instalación, del sistema, o juegos de DVD
 - *Su clave está encriptada con una clave común maestra que comparten todas las Wiis*
- eTickets particulares, para software de la Tienda Wii
 - *Su clave está encriptada con una clave generada según un algoritmo basado en una clave privada de la Wii y un número aleatorio. En este caso, el eTicket lleva también este número*

Claves, claves, claves

En la Wii se utilizan varias claves criptográficas. Algunas son comunes a todas las consolas:

- La **Clave común** (AES), que sirve para encriptar las claves de los títulos comunes
 - *ebe42a225e8593e448d9c5457381aaf7*
- La **Clave SD** (AES), que sirve para ofuscar los datos de las tarjetas SD
 - *ab01b9d8e1622b08afbad84dbfc2a55d, IV: 216712e6aa1f689f95c5a22324dc6a98*
 - *Blanqueador MD5: 0e65378199be4517ab06ec22451a5793*
- El **Certificado raíz** (su clave pública RSA) que verifica a todo lo demás

Y otras son privadas y cambian de consola a consola:

- La **Clave NAND** (AES), que encripta el contenido de la memoria NAND FLASH de nuestra consola
- La **Clave NAND HMAC**, que firma la NAND FLASH
- La **Clave privada NG** (ECC), que es la clave que usa nuestra consola para firmar datos de SD y para obtener acceso a títulos protegidos, y la **clave pública NG** (ECC), que va certificada por Nintendo

IOS

IOS es el sistema operativo que se ejecuta en Starlet durante el uso normal de la Wii:

- Es el encargado de arrancar la CPU principal y cargarle el código de arranque
- Contiene los drivers para todos los dispositivos nuevos de la Wii, incluida la memoria NAND FLASH
- Se comunica con la CPU principal por una interfaz inter-procesador
- Realiza todas las operaciones criptográficas de bajo nivel, y es el encargado de la seguridad de la consola
- Se apropia de los 12MB altos de la memoria GDDR3 (esta memoria queda protegida)

Hay varias versiones de IOS instaladas en la consola, ya que cada título siempre usa la misma. Cada versión es un título de IOS distinto, y los llamamos IOS21, IOS30, IOS37, etc.

- Sin embargo, estos títulos tienen versiones propias, y sí se pueden actualizar individualmente.

IOS (cont.)

Algunos componentes de IOS importantes:

- **IOSP**, el kernel, es un sistema operativo (tipo microkernel en tiempo real) sobre el cual corren los demás drivers.
- **FFS**, *Flash FileSystem*, es el driver de la NAND FLASH y del sistema de archivos. Automáticamente encripta y desencripta y comprueba firmas.
- **ES**, *ETicket Services*, es el encargado de administrar los títulos y en particular la instalación en la flash.
- **DI** es el driver de la interfaz de DVD de la Wii, y en modo Wii también realiza el verificado y la desencriptación de los discos (transparentemente).

El proceso de arranque de la Wii

El proceso de arranque está diseñado para garantizar que el software que se ejecuta sea oficial de Nintendo:

- Primero arranca Starlet desde una ROM llamada **boot0**. Esta ROM forma parte del mismo **Hollywood**, y por lo tanto no se puede tocar. boot0 lee boot1 desde los primeros bloques de la NAND y lo comprueba contra una firma SHA-1 guardada en una memoria que sólo se puede programar una vez (en la fábrica).
- **boot1** contiene el código necesario para cargar y verificar boot2 como si fuera un título (boot2 es un título algo raro). Incluye las comprobaciones del eTicket, el TMD, las firmas RSA, etc.
- **boot2** reside en un área reservada de la NAND, y es prácticamente un IOS, pero sólo con el driver de la NAND. Su función es cargar el IOS real que se va a usar para ejecutar el menú del sistema

Este ingenioso sistema le permite a Nintendo cambiar boot1 en consolas nuevas cuando quieran, sin tener que tirar chips Hollywood ya fabricados.

boot2 se puede actualizar por software (es la primera parte del proceso de arranque que puede cambiar después de que la Wii deja la fábrica)

Y ahora, ¿que?

Hasta ahora, todo parece un sistema bastante bien diseñado

- En efecto, la mayoría del sistema de seguridad de la Wii tiene un diseño bastante bueno
- Sin embargo, sufre de bugs y problemas de implementación

Hay varios ataques que se han usado para romper el sistema de seguridad:

- *Twizzer Attack*
- *Fakesigning*, también conocido como las *firmas trucha*
- *Twilight Hack*

Twiiizer Attack

En el modo de GameCube, pronto se pudo usar homebrew gracias a los chips

- Los juegos de GameCube no van firmados, así que es fácil insertar código casero
 - *Nos limita al modo de compatibilidad de GameCube, y no podemos hacer nada interesante*

Podemos atacar el hardware para conseguir información interesante

- En el modo de GameCube, se usa la parte baja de la memoria GDDR3 para emular la ARAM de la GameCube
- A la vez, los 12MB altos se reservan para MIOS, pero MIOS apenas usa unos kilobytes
 - *Antes de cargar MIOS, el IOS ha usado parte de esos 12MB para guardar... ¡claves!*
- No podemos acceder a esos 12MB directamente...
- ... pero podemos **puentear una conexión** en el chip de GDDR3 para leerlos como si fueran parte de la zona de ARAM

Nace el Twiiizer Attack, que nos permitió extraer todas las claves importantes, incluyendo la clave común, gracias a la cual podemos:

- Desencriptar cualquier juego de Wii
- Desencriptar cualquier IOS u otro título común

Fakesigning o firmas trucha

Ahora que podemos ver un IOS en claro, podemos desensamblarlo y analizarlo

Se encontró un curioso problema en la comprobación de firmas de IOS:

- Las firmas digitales RSA de la Wii se crean generando un hash SHA-1 del contenido a firmar, y luego cifrándolo con RSA
- Al comprobar las firmas, se extrae este hash de la firma y se compara con el hash calculado
- Los hash SHA-1 son 20 bytes binarios...

Una grave metedura de pata: se comprueba dicho hash ¡como si fuera texto! Entonces:

- Las comparaciones de texto terminan en cuanto se encuentra un byte a cero
- Hacemos fuerza bruta al hash para que empiece por cero
- Y reemplazamos la firma RSA por ceros
 - *Debido a las propiedades matemáticas de RSA, cuando la firma es cero al comprobar salen ceros*

Con este fallo podemos generar firmas que la Wii considerará válidas. Se conocen como *firmas trucha* ya que el primer programa en hacer uso de ellas fue *Trucha Signer*.

Twilight Hack

Nos queda el problema de conseguir meter nuestro código en algún sitio para que la Wii lo ejecute

- Podemos crear discos caseros, pero para esto hace falta un modchip
- No podemos atacar la red ya que se usa SSL (y no es vulnerable al fallo)
- No hay forma de instalar un canal desde SD, ya que las copias a SD no incluyen el eTicket

Sin embargo, gracias al Twiizer Attack tenemos las claves privadas de nuestra consola

- Estas claves nos permiten generar saves válidos para otras consolas
- Podemos explotar fallos que tengan los juegos
- Estos fallos son muy comunes

Gracias a un fallo en el conocido juego The Legend of Zelda: Twilight Princess, podemos ejecutar código en el PowerPC

- Y desde ahí, hablar con IOS y decirle que instale canales, IOSes, o lo que sea

Con esto nace el Twilight Hack: un save del juego que, explotando el bug, carga un ejecutable desde la tarjeta SD.

- Actualmente es la única forma de empezar a ejecutar software casero en una Wii sin modchip

Contraataques

Nintendo ha ido solucionando algunos de los problemas:

- Las claves ya no se guardan en la GDDR3, sino en una memoria interna de Starlet
 - *Esto da igual, ya que ya tenemos las claves comunes y siempre podemos obtener las privadas usando otros métodos por software*
- En una actualización, Nintendo empezó a arreglar el bug de las firmas
 - *Esto nos imposibilita usar discos que usen el bug en el menú del sistema, pero sigue funcionando Twilight Hack y podemos usar IOSes que aún son vulnerables*
- Recientemente, han intentado detectar y eliminar el Twilight Hack
 - *Lo hicieron tan mal que a las 6 horas teníamos una solución*

Es muy difícil que consigan cerrar todo en actualizaciones futuras:

- Los exploits de los juegos son tan comunes que son prácticamente desechables
- Incluso si arreglan los fallos públicos de IOS, conocemos unos cuantos bugs que se momento no son públicos
- Nintendo tarda meses en producir y probar una actualización de Wii, mientras que nosotros podemos contestar en horas

Estado actual del homebrew

Tenemos un control casi total sobre la consola:

- Podemos ejecutar código en el PowerPC, instalarlo como canales, modificar juegos, etc
- Podemos crear código para Starlet nuevo o parchear el IOS

Sin embargo, todavía dependemos mucho del software de Nintendo:

- Estamos limitados por las restricciones del IOS oficial, a no ser que desarrollemos parches para eliminarlas
- Siempre tenemos que usar el IOS de Nintendo para hacer todo, ya que no existe una alternativa homebrew viable
- Dependemos de una serie de software durante el arranque. Si cualquier elemento del arranque falla (boot2, menú, IOS), la Wii quedará inservible (brickeada)
- Cualquier actualización de Nintendo puede cambiar la situación

Proyecto: firmware de recuperación

La idea: un código personalizado delante de boot2 que implemente un sistema de recuperación

- Si se pulsa un botón al arrancar, el sistema carga un menú desde la tarjeta SD y lo ejecuta (desde el cual se podría restaurar o hacer una copia de seguridad de la NAND)
- Si no se pulsa nada, el arranque es normal

Nos daría inmunidad contra cualquier actualización, siempre y cuando no se toque boot2

Estamos desarrollando una alternativa básica a IOS que de acceso directo a todo el hardware de la Wii, sin restricciones, para usarse en programas tales como:

- El firmware de recuperación
- Un extractor de claves
- Wii Linux

Futuro: parcheador de IOS inteligente

Un parcheador que dinámicamente parchee IOS desde boot2

- Un parche eliminaría la posibilidad de cambiar boot2
- Otro parche se usaría para mantener esta habilidad cuando se vayan cargando otros IOS
- Se puede integrar con el sistema de recuperación
- Podemos arrancar en limpio, sin parches, si fuera necesario
- Más flexible que ir instalando IOS parcheados

Con esto ya tendríamos un control prácticamente total sobre la consola y sus actualizaciones

Homebrew

Tenemos librerías para acceder a casi todo el hardware de Wii

- Gráficos, mandos, pads, red WiFi y ethernet, SD, USB, y mucho más
- El adaptador **USBGecko** crea un puerto serie virtual en la Wii y se comunica con el PC via USB

Herramientas de desarrollo:

- **devkitPPC**, la suite de compiladores para el PowerPC de la Wii
- **libOGC**, la librería que nos da acceso a casi todo el hardware de Wii (y de la GameCube)
- **libFAT**, para acceder al sistema de archivos FAT en SD y USB
- **devkitARM**, para compilar para Starlet

Cargadores:

- El **Canal Homebrew** (*The Homebrew Channel*), un cargador gráfico de aplicaciones desde SD
 - También carga binarios por WiFi o por USBGecko

Demostración

Demostración

Links

- [Esta conferencia en Euskadi Digital](#)
- [El Canal Homebrew y el Twilight Hack](#)
- [Blog HackMii \(posteamos bushing y yo\)](#)
- [Comunidad EnTuWii](#)
- [Blog de tmbinc](#)
- [Wiibrew Wiki](#)

EXHIBIT N

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

DEV-TEAM BLOG

To find yourself, think for yourself © Socrates 469 BC

Found 6 results for: geohot

3.1.2 and you?

WARNING! At 10.20AM PDT on October 8th 2009 Apple released the 3.1.2 version (7D11) of the iPhoneOS.

If you care about your jailbreak and unlock, don't update your device - 3G and 3G(S) owners ***should pay particular attention to this warning.***

- PwnageTool and redsn0w **are not yet compatible** with 3.1.2
- There is no estimated release time for compatible tools (*please* don't bug us about this).
- Any information we have regarding this update will be posted here.
- You can also follow us on twitter - [@iphone_dev](#)
- [@wizdaz](#) has made a very cool [DevTeam alert widget](#) for his upcoming app called [SmartScreen](#)

Update: geohot released a Windows jailbreak called "blackra1n" which is similar to redsn0w in that it covers multiple devices (and it covers beyond just firmware 3.0.1 where redsn0w currently stops). **blackra1n is not a carrier unlock. You must always avoid updating your baseband to maintain your unlockability. If you use blackra1n to jailbreak 3.1 or 3.1.2, the steps you take before running blackra1n will prevent the unlock from working on your iPhone for potentially a very long time.** By the way, we haven't yet tested whether a blackra1n'd device can accept a custom IPSW without tweaks, but if it doesn't then it should only require a minor change.



1 year ago Comments

FRIENDS

Winter Tires

Short version:

ultrasn0w version 0.9 is out! We believe it solves pretty much all of the various random issues that have been reported. Its features include:

- Works on both 3G and 3GS
- Works on hacktivated devices
- Works regardless of how you jailbroke your device
- Doesn't patch any mach-o binary whatsoever. (Doesn't require a separate patch as each new firmware comes out).
- Doesn't install any additional daemon
- Has no race conditions, no popups about "Missing SIM", no network issues
- Is almost 7000 times smaller than its nearest competition :)
- Is available now via Cydia. Source repo is <http://repo666.ultrasn0w.com> (that last "0" in ultrasn0w is a zero!)

Long version:

The day before yesterday, some fellow named geohot released a program called "purplesn0w" which claims to be a better unlock than our ultrasn0w unlock released last month, and our yellowsn0w unlock released 7 months ago. He was kind enough to provide source, which we naturally took apart to try to validate his claims. ;)

We've found he had come up with two pretty neat ideas, one more pragmatic than the other for the iPhone. The first is a way of patching the actual text of the baseband code by copying it over to RAM and then using the MMU and page tables to have the baseband pretend it is part of the original bootrom. Of course, like yellowsn0w and ultrasn0w, this code has to be reloaded with every reboot of the baseband. However, the advantage of this is that developing unlocking payloads is a lot simpler... in fact, geohot used the same payload in AnySim and BootNeuter. We kicked around this idea ourselves before, but eventually found a work-around for the same problem with the yellowsn0w/ultrasn0w payload. The two pieces of code have the **exact same effect on the baseband**... with the difference that geohot's exploit overwrites an arbitrary block of memory one megabyte in size. The baseband has a total of eight megabytes of memory and every bit of it is earmarked for use (except for 485212 bytes of it which we haven't accounted for yet, but that's still less than 1 MB). This means that eventually the area of memory geohot is using will be corrupted and 1 MB of baseband code will be corrupted (until the next reboot). How soon will this happen? Will it even matter in day-to-day use? We don't know, because we haven't spent much time looking. However, why take the risk when the yellowsn0w/ultrasn0w payload accomplishes the same job with no corruption?

To put it into perspective, ultrasn0w uses 152 bytes of properly malloc'd baseband RAM, which is 0.015% of what purplesn0w uses. Put another way, purplesn0w uses 6900 times more RAM than ultrasn0w (and doesn't let the O/S know that it's using it, so the O/S still thinks it's free to use. When it does use it, the baseband will crash).

Now, the second new idea he had was to patch CommCenter rather than use a daemon. At first, this idea seemed pretty distasteful to us. Binary patches are messy and difficult to maintain (we figure it's partly why he only made a version for 3G S and not 3G as well). In addition, the stated reason of reduced battery life with a daemon is factually incorrect, since any computer science student who's taken a course in operating systems will tell you that a sleeping task takes up exactly NO CPU resources and NO power (it's merely skipped over during context switches). That's right: not "only a little" power, but absolutely NO power. However, ultrasn0w 0.6 did have a problem where the STK refresh command it used crashed the baseband in 3G S. This caused the baseband to continually come up and then restart. That DOES take power and so may explain the issues that people have been seeing. ultrasn0w 0.8 was supposed to have fixed this issue, but perhaps not completely. This is because the STK refreshes we used are inherently unreliable... but we thought they were necessary to avoid people having to reinsert their SIM. Turns out we were wrong on that score. geohot's method shows that we can perform the unlock before CommCenter polls for lock state. When we do it before (instead of after), the STK refreshes are no longer necessary! The only way to do it before the polling, however, is to modify CommCenter.

We've tried to make the best of a bad situation by using MobileSubstrate to perform the modification. This lets us modify the behavior of CommCenter without touching the actual binary. We also used a method to dynamically locate the patch location so that it should work on both 3G and 3G S (and should need to be updated less frequently). We also do it in a different way so that hactivated phones will work with the unlock (unlike purplesn0w). You'll find that this update is now available through Cydia as ultrasn0w 0.9 We thank geohot for contributing to the scene once again. We don't think purplesn0w is the right path, but it has certainly helped us improve ultrasn0w!

P.S. geohot, seriously, stop dicking around and look at the bootrom instead kthx. =P



1 year ago Comments

iBoot unlaced....

For the **800 of you** who wanted a video, here it is.

This is the command line to talk to your iPhone's "BIOS" of sorts. It decides what gets run (if it's signed correctly) or not. Normally it's **very restrictive**. Unless it's been pwned.

Pwnage breaks the chain of trust from the very earliest boot stage, and as the video shows, this chain has now been broken on the iPhone 3G. Given that the only thing lower than this is ROM, Apple will have to change the hardware to prevent us from getting in, and we don't expect them to ask for your phone back so they can "fix" it.

Please note that this has been anything but trivial, and it wasn't as easy as porting our old code to the 3G iPhone. Many of our best hackers have been working in long shifts all weekend on this, and continue to do so as I write this post, we like to think of these guys as our very own master cobblers.

Note that this is indeed what geohot was talking about when we first talked to it almost a year ago, ironically we (that includes geohot at the time) were unable to do anything with it then. iBoot exists because iTunes needs something to interact with when restoring the phone, but as mentioned above, is normally heavily restricted, only allowing Apple-approved code to run, **obviously this isn't the case anymore** ;)

Quoting geohot a year ago:

"IT GIVES YOU A FULL INTERACTIVE SHELL
I REPEAT, A FULL INTERACTIVE SHELL"

P.S: n82ap is the model code for the 3G iPhone.



2 years ago Comments

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EXHIBIT O

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

DEV-TEAM BLOG

To find yourself, think for yourself © Socrates 469 BC

redsn0w+limera1n fun

It looks like geohot's recent limera1n exploit for iPhone3GS/iPhone4/iPad/ipt3g/ipt4g/atv2g will be very beneficial to jailbreakers and unlockers for the next few months (at least). geohot's limera1n program and the alternative greenpois1on program both use his same exploit (although greenpois0n refuses to tell you that, FWIW), and hopefully SHAtter can be saved for some later device.

In the meantime, we've also incorporated the limera1n exploit into redsn0w. But we've added a few extras:

- custom bootlogos for iPhone3G/iPhone3GS/iPod2G users (with qualifying bootroms)
- an option that implements the "DFU" button in PwnageTool. This button (which you can use from Windows) lets you prepare your device for a custom DFU. Even if you're purely a Windows user, you can get a trusted friend to run PwnageTool over your IPSW to create a custom IPSW. You can now install that custom IPSW on your own Windows box, after you run this redsn0w version.

This latest redsn0w is available at:

- ~~OS X~~ (See [our latest redsn0w post](#))
- ~~Windows~~ (See [our latest redsn0w post](#))

For Windows users who have run redsn0w and chosen "Just enter pwned DFU mode right now", your device is now completely vulnerable. Running iTunes and selecting a custom IPSW from PwnageTool (choose it by pressing Shift+Restore)...you've now convinced your device and iTunes to restore to a custom firmware. Congratulations!

If you are timid about software and running these programs...please just wait! Don't jeopardize your carrier unlock for a firm ware upgrade. Wait for even easier methods than this latest redsn0w release.

Update #1: Today Apple released to developers the GM seed for 4.2. Tinkerers will find that yesterday's redsn0w jailbreaks today's 4.2 GM seed, simply by pointing redsn0w at the 4.1 IPSW (rather than the 4.2 one). **Right now it mostly only makes sense for JB app developers to do that** because many apps (including Cydia itself) need to be updated for 4.2. However, if all you want to do is enable afc2 (to use iFunBox or other file browsers), or to tweak settings like Battery % and Homescreen wallpapers, then go for it (if you have valid paid access to the GM seed). Be sure to uncheck the Cydia box, though! **Ultrasn0w unlockers should stay very far away from this!!**

Update #2: By all accounts, we're within a few days of Apple's official public release of Firmware 4.2. Here's what you need to know:

- Thanks to geohot's limera1n exploit, and our original pwnage2 exploit, and @pod2g's ipod2g-MC exploit, absolutely **all** devices at **all** iOS firmware versions are capable of being jailbroken.
- The *untethered* jailbreak of those very latest FWs and latest devices depends on @comex hacks. His hacks so far extend only to 4.1 and 4.2beta3. He's working on a way to extend it to 4.2 and beyond. Just wait for him to work out his method.
- iPhone 3G and 3GS unlockers **will** be covered by our upcoming unlock. Stay away from any updates to Apple FW until our official release and you'll be okay. Just stay away from all Apple IPSWs :)
- iPhone4 unlockers are not left out in the cold. @sherif_hashim has found some very promising avenues to pursue. Those will be explored as soon as possible after all the 4.2 madness.

What does this mean to you?

- If you're an unlocker, just stay where you are. **Please, just stay where you are.** Any mistakes you make now may be permanent.
- If you only care about the jailbreak and you're absolutely sure you have your personalized 4.1 SHSH hashes, feel free to experiment but keep in mind that any mistakes you make may result in your losing pictures or notes or bookmarks that you'd rather keep. Honestly unless you love living on the bleeding edge, it's better to just wait for official updates from Cydia/redsn0w/PwnageTool.
- **Don't buy or donate to any unlock or jailbreak scammers.** Every legitimate solution you will find for unlocks or jailbreaks will be offered without an extended hand. **That's how the iPhone jailbreak/unlock community has succeeded. It's about freedom to do what you want with your \$300 device — not about donations, egos, tweets, or "interviews."**

Update #3: *(Warning: if you use the ultrasn0w unlock, please read no further...this doesn't apply to you yet!)*

We've made some updates to redsn0w to make it easier for jailbreak developers (and tinkerers) to get their programs ready for 4.2.1. As noted above, the public version of Cydia (and MobileSubstrate tool!) is not 4.2.1-compatible. redsn0w will now let you install your own custom bundles independent of Cydia (the bundle can actually **be** Cydia if you've compiled it on your own). These bundles can be up to 15MB in size, and should be in the form of a gzip-compressed tar file.

The new redsn0w 0.9.6b3 is available at:

- ~~OS X~~ (See [our latest redsn0w post](#))
- ~~Windows~~ (See [our latest redsn0w post](#))

It's very important that you get the file permissions and ownerships right in your custom redsn0w bundles. To give you a practical example of such a bundle, here's one that includes OpenSSH, OpenSSL, and the basic apt installer programs:

- [SSH bundle v2](#) *(update: v2 has fixed permissions..you can just drop this one right in even if you installed the first version)*

redsn0w has also been updated to recognize the 4.2.1GM IPSWs. *However*, as noted above, the 4.2.x jailbreak is not yet untethered for most devices! **That means until someone like @comex comes up with a way to untether it, you must use redsn0w (or a similar utility) to boot your device into a jailbroken 4.2.1 state.** (The only exceptions to this are the iPhone3G, non-MC iPod touch 2G, and old-bootrom iPhone3GS. redsn0w will jailbreak those untethered!)

With the above redsn0w and SSH bundle, jailbreak developers and tinkerers can jailbreak and SSH into their 4.2.1 devices, provided they've done a tethered boot (using redsn0w's "Just boot tethered right now" option).

Note: The Cydia that's included in 0.9.6b3 is the same one as in 0.9.6b2, and so it will *not* work on 4.2.1. **Don't try installing it on 4.2.1! Instead, use the SSH bundle, or compile Cydia on your own.** If you're familiar with the apt utilities, you can use "apt-get" to install many programs from the command line. Be sure to do "apt-get update" first to refresh your sources!

PLEASE CONSIDER THIS AN ADVANCED TOPIC!! It's not meant for the masses because it involves rather nerdy things like command lines and tar files. But for those who know how to use this new redsn0w feature, have fun!

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[Aswadiyya](#) 1p · 24 minutes ago

+1

I have the iPhone 3GS 16GB with 4.1 and baseband 05.14 (using a Mac -but have access to PC(xp)). I would like to unlock since I am on T-Mobile. I am a bit confused about the current status/instructions.

None of the shsh are saved (bought it 2nd hand). Is my only route to use the ipad baseband to unlock. I don't necessarily need/want 4.2.1 just need to unlock. I'm hesitant to use ipad bb since phone is still under warranty til 03/11.

Please advise. thx

Reply

[Report](#)



[AEDan1977](#) 2p · 59 minutes ago

+1

Hey Guys

I just did a full restore of my iPhone 4 from 4.1 to 4.2.1 so I could try the new untethered jailbreak. All my SHSH blobs are on Cydia and I have them backed up on my computer.

I am having a issue. I can do a tethered jailbreak just fine but whenever I try to do the "Jailbreak Monte" for an untethered JB I choose the 4.2b3 firmware file. It goes ahead and starts the process and once it gets to Decrypting main filesystem, it does it for like 10-15 seconds or so then redsn0w just crashes and closes out.

I have no other applications open and it does this both on this Mac and it does the same exact thing on my hackintosh mac as well. I'm not sure what is going on.

Any ideas?

- Dan

Reply

[Report](#)



[Ric38](#) 2p · 23 hours ago

+1

I have a 3GS with the old bootrom 359.3 and BB 04.26.08. It is jail broken @ 4.0 with Pwnage. Can I or can I not JB to 4.2 or 4.2.1? I don't need to unlock, just jailbreak untethered. Thanks in advance!

Reply [2 replies](#) · active 4 hours ago

[Report](#)



[demitator](#) 3p · 7 hours ago

+1

hope to watch dev team kikin apple ass n release jail n unlock for iphone 3g 4.2 ASAP

Reply

[Report](#)



[Rajan_toms](#) 9p · 5 days ago

0

Hi All,

I have a Iphone 3g 8gb version 3.0 (7A341) MODEM FIRMWARE 4.26.08 already jailbroken

I want to update to latest firmware

can u plz help me with steps how to jailbreak. (windows)

thanks in advance
tom

Reply [9 replies](#) · active 8 hours ago

[Report](#)

[gametheory](#) 44p · 9 hours ago

+1

Can anyone confirm dtac Thailand simcard works on iPhone 4 unlocked with ultrasn0w? Thanks

Reply

[Report](#)[uji](#) 16p · 2 days ago

+3

Happy New Year People of the Dev Team,

Right I have finally activated my Iphone 4, my ios is 4.2.1 and my baseband is 3.10.01

Does that mean wait? or can something be done to JB and unlock the phone?

Thanks Guys and girls

Reply [4 replies](#) · active 12 hours ago

[Report](#)[harry_01](#) 29p · 1 day ago

+1

iphone 4 4.1 bb 01.59.00 DFU mode black screen when i connect cable phone to pc itunes show restore your phone

and i use redsn0w 09.6rc8

Just boot tethered right now

my phone work now but when phone switch off or restart again come DFU mode any solution

Reply [1 reply](#) · active 13 hours ago

[Report](#)[jishijet](#) 17p · 21 hours ago

+1

I have an iphone 4 running on 4.1 and 01.59.00. How do I update to 4.2.1 and jailbreak/unlock it please?

Cheers

J

Reply

[Report](#)[danilo101](#) 4p · 3 days ago

+1

I have a 3G, 4.1 and 5.14 bandwith. My iphone was unlock before until i stupidly upgraded to 4.1 and now it locked itself. I need help on how to unlock this phone again. thanks

Reply [6 replies](#) · active 21 hours ago

[Report](#)[tatomero](#) 1p · 3 weeks ago

+2

this is the second time i post this comment if u didnt see it but still no reply just tell me plz is it hardware or software my post was as this :

plz i need urgent help , although i have seen the warning about 4.2.1 and 6.15 baseband .i already updated to it , unlocked and everything worked well till my stupidity made me restore my network settings coz i got a safe mode instead my clock , after that i am stuck with itunes error 1015 i tried

every way you mentioned recboot,irecovery.ireb , resdn b6. nothing can get me out of it , thats all coz i made the update of ipad baseband i know . but how can i get rid of this error continue using my iphone ?????????/

Reply [1 reply](#) · active 22 hours ago

[Report](#)



[tmoiphone](#) 18p · 22 hours ago

+1

I was restoring my 3g that had been jailbroken and unlocked using redsnow_win_0.9.6rc8 on a pc running the 32bit version of windows which updated my iphone to the ipad baseband 06.15.00 when itunes gave me the message "error code 1015". I have tinyumbrella with all SHSH blobs going back to 4.0.1 and was following the a procedure I found online to restore using tinyumbrella. The phone is currently stuck in the itunes restore screen (with the picture of the USB cable) an I have tried using redsnow, recboot, and limerain to kick it out of recovery mode all without any luck. I would try using tinyumbrella's dedicated "exit recovery" button but it is grayed out and therefore can not be clicked on. Please can anyone help? I should mention that my live in girlfriend is a Smartphone programmer and can help me with the fix if it is over my head, provided she had some instructions. Thanks for your time in advance everybody!

Reply

[Report](#)



[gametheory](#) 44p · 1 day ago

+1

I guys thanks in advance. iPhone 4 4.0.1 jb unlocked with old ultrasn0w, my question is I'm trying to use a DTAC sim in Thailand, I cut it but is not working, is says no service, my tmobile works just fine, please help

Reply [1 reply](#) · active 1 day ago

[Report](#)



[mexicocrab](#) 1p · 3 days ago

0

hi! I just got my 3gs with new bootrom jailbroken by redsn0w 0.9.6rc8 to firmware 06.15.00 successfully. Now i try to unlock it using Cydia. It keeps telling me no internet connection. I do not have SIM card in the phone but do have wi-fi connected. The Safari is not working either. Do I have to have a AT&T SIM card to get this done? The phone was activated by an ATT SIM card before. Thanks,

Reply [2 replies](#) · active 1 day ago

[Report](#)



[myiphone2011](#) 2p · 1 day ago

+2

I hav iphone 3g 3.1.3 which i upgraded to 4.2.1 but now it says no sim card installed only emergency calls. I dont have access to ATT sim. I tried to JB and unlock via Redsnow but it gets stuck at reboot. Thanks

Reply [1 reply](#) · active 1 day ago

[Report](#)



[Jerry4mg Guam](#) 23p · 1 day ago

+1

hi is the untethered jailbreak for 3gs iOS 4.2 out yet? and is the unlock for iphone 4g iOS 4.2 baseband 03.10 out yet also? thanks in advance!

Reply

[Report](#)



[Mouxy](#) 19p · 1 day ago

+2

Hi Guys!

I have an I4 and after jailbreak 4.2.1 and restoring it with pgkbackup the phone takes about 8 minutes to boot! (with 0.9.6 the phone boots, the pineapple logo shows up and after 5 minutes the phone restarts with apple logo, I have to boot tethered again and more 4/5 minutes the phone finally shows lockscreen) (with 0.9.7b3/4 it's the same thing besides the boot tethered). I've already tried to restore only the apps without definition lines...

Tks

Reply

[Report](#)



[JerrySiphone](#) 2p · 2 days ago

+3

I think it is awesome what the iPhone Dev Team is doing. Thanks guys!!

I am wanting to Jailbreak and Unlock my iPhone 3g(not s) currently on OS 4.2.1 Modemfirm 5.15.04. I am wanting to JB and Unlock for use on T-Mobile. I am confused on which software to use. Some versions say don't on 4.2.1. Some say it's tethered on 4.2.1 while some say it's ok on 4.2.1 and is untethered since it's a 3g(not s). I understand the warning about GPS but would rather have it if possible. I have access to both Mac and Windows....Can anyone make a recommendation of a which version of software to use?

Also, I see the mention of have the current ISPW in the PWNAGE files for both firmware and baseband update. Where do we get that from?

Thank you in advance :)

Reply

[Report](#)



[hkl](#) 34p · 3 days ago

+1

I have iPhone 4, 4.0.1, jailbreakme, ultrasnow 1.2, originally AT&T. When I am using a SIM card different than AT&T then the phone often does not get registered (displays only 1 bar and no operator name). When I switch flight mode on and off I get a message 'Invalid SIM Card'. The only workaround I found is to keep switching the phone off and on until it gets registered. Right now my success rate is 30%. Meaning 30% of the time the phone registers properly. Anyone experienced the same problem? Better work around?

Reply

[Report](#)



[sazz](#) 1p · 3 days ago

+2

Hi Dev-Team, I need HELP!!!

I have a 4.1 iPhone 4, I jailbroke it and installed ultrasn0w (I wasn't aware that 2.10.04 was still unhackable) and now I don't have signal even with the original SIM card. I tried uninstalling ultrasn0w and rebooting but still no signal, is there anything I can do besides restoring to fix this?

Reply

[Report](#)



[Addams2](#) 18p · 1 week ago

+1

if I had 3.1.2 on my 3gs new boot (JB) and I pushed "make my life easier" in cydia any idea is gonna save shsh for 4.0? how much time gonna take? now I have on my screen "this device has a pending

TSS request " (sorry for my english) ps i`m stupid and i did upgrade to 4.2.1 (custom, i have BB 05.12) and now i have to jb every time i boot my iphone

Reply [2 replies](#) · active 3 days ago

[Report](#)



[Ivanfrost](#) 33p · 4 days ago

+1

Hello Everyone! Real Quick Question: Is there an unteathered unlock and Jailbreak for my Iphone? I want to upgrade the OS to 4.2.1.

I have Iphone 4
os: 4.01(8A306)
bb: 1.59.00

also is there a working source to run Gamecenter on this? I tried all different sources but no luck.

Thanks in advance!!!!

Reply [2 replies](#) · active 3 days ago

[Report](#)



[stann219](#) 37p · 2 weeks ago

+1

Just wondering. I have an iPhone 3G. Should i upgrade to 4.0+ ?
Currently, I have 3.1.3 but it is slow compared to my iTouch.
any suggestions?

Reply [6 replies](#) · active 3 days ago

[Report](#)



[Ivanfrost](#) 33p · 4 days ago

+1

Anyone Know a way to get gamecenter on my Iphone 4
os: 4.01(8A306)???

I tried a few but it seems all the sites are for the 3g... anyway i havent been able to get it working...

Thanks

Reply [1 reply](#) · active 4 days ago

[Report](#)



[polski39](#) 8p · 1 week ago

+4

hey dev team friends :)
first happy new year 2011 to all you hard working people
need help with unlocking my iphone 4 FW:4.1 BB:02.10.04?
is that possible ?
if not do u know when it can be possible ?
thanks so much

Reply [1 reply](#) · active 4 days ago

[Report](#)

1 [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) ... [83](#) [Next »](#)



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EXHIBIT P

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
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Two-way (sending and receiving) short codes:

Country	Code	For customers of
Australia	• 0198089488	Telstra
Canada	• 21212	(any)
United Kingdom	• 86444	Vodafone, Orange, 3, O2
Indonesia	• 89887	AXIS, 3, Telkomsel
Ireland	• 51210	O2

Two-way (sending and receiving) short codes:

India • 53000 Bharti Airtel, Videocon

Jordan • 90903 Zain

New Zealand • 8987 Vodafone, Telecom NZ

United States • 40404 (any)

Codes for other countries



marcan42

1. @pytey I know, the sad part is that as far as bullshit goes the spoof does a much better job :P [about 7 hours ago](#) via [Choqok in reply to pytey](#)
2. @pytey Water restructuring? Pfrt. Try cardinal grammeter synchronization: <http://goo.gl/fB3s8> . Much more awesome. [about 7 hours ago](#) via [Choqok in reply to pytey](#)
3. @samvelkesh ask google: <http://goo.gl/zXyZC> [about 10 hours ago](#) via [Choqok in reply to samvelkesh](#)
4. @littlesteve something like my NOR flasher [Thursday, January 06, 2011 9:00:38 PM](#) via [Choqok in reply to littlesteve](#)
5. @littlesteve you get a nice paperweight of a PS3, unless you have some hardware recovery mechanism. [Thursday, January 06, 2011 8:50:41 PM](#) via [Choqok in reply to littlesteve](#)
6. @bud_77 oh, and that "Kajika" is banned from that site, so presumably he was found out as a total troll. [Thursday, January 06, 2011 5:39:13 AM](#) via [Choqok](#)
7. @bud_77 from EXIF info: Make: Sony Ericsson, Camera Model Name: E10i. I use an iPhone, I don't know anyone with a Sony Ericsson. [Thursday, January 06, 2011 5:37:15 AM](#) via [Choqok in reply to bud_77](#)
8. @bud_77 Completely false. Seriously, I've never seen it. [Thursday, January 06, 2011 5:22:47 AM](#) via [Choqok in reply to bud_77](#)
9. @phirenz how is an 8-port gigE switch, a ATA->SATA (later SATA->ATA) chip, an overkill SB, a standalone built-in WLAN AP, ... "elegant"? :P [Wednesday, January 05, 2011 5:26:26 PM](#) via [Choqok in reply to phirenz](#)
10. Also, I have *no* clue what on earth <http://goo.gl/cQwVU> is about. I've never seen that image and sure as hell never tweeted it.

- Name Hector Martin
- Location Castro Urdiales, Spain
- Web <http://marcansoft...>
- Bio If it ain't broke, I'll fix it.

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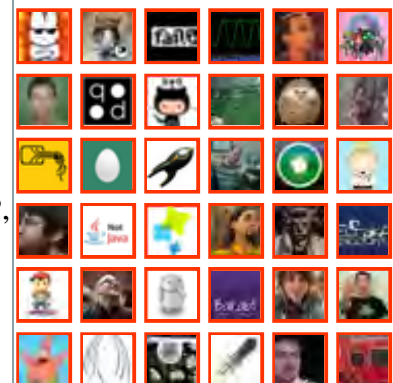
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[Wednesday, January 05, 2011 4:54:56 PM](#) via [Choqok](#)

11. On the other hand, the December 20th "private keys leak" tweet was in fact a slight teaser (we discovered everything on December 10th) [Wednesday, January 05, 2011 4:51:30 PM](#) via [Choqok](#)
12. FWIW, the sha1 I posted in October was of a .txt file explaining the psjb exploit [Wednesday, January 05, 2011 4:50:34 PM](#) via [Choqok](#)
13. e.g. <http://goo.gl/k9HPy> "hinted at the "keys""? "Kinect Hack called OpenLase"? "actually has known this all along"? What are they smoking? [Wednesday, January 05, 2011 4:49:51 PM](#) via [Choqok](#)
14. wow, seriously, dukio.com is publishing the most retarded articles ever [Wednesday, January 05, 2011 4:48:57 PM](#) via [Choqok](#)
15. I mean, maybe it's just me, but I think the "calculating private keys" part deserves a bit more credit than a metldr exploit. [Monday, January 03, 2011 4:19:00 PM](#) via [Choqok](#)
16. Announce/publish a ridiculous break in embedded security, a few sites pick it up. Geohot uses it, it's all over the web. Sigh. [Tuesday, January 04, 2011 12:30:42 PM](#) via [Choqok](#)
17. [copumpkin](#) I want Google to stop assuming I've misspelled my queries and showing me bad results. "I search for uncommon terms; please trust me!" [Wednesday, January 05, 2011 3:03:15 AM](#) via [Tweetie for Mac](#) Retweeted by [marcan42](#) and 52 others
18. [@kakashigr](#) so he obviously used our method to calculate the key, but he had to use a metldr exploit to dump it (which we don't yet have). [Sunday, January 02, 2011 1:26:38 PM](#) via [Choqok in reply to kakashigr](#)
19. [@kakashigr](#) you need an exploit in a loader (or a prior loader) to dump it. We had most everything below metldr, but not metldr itself. [Sunday, January 02, 2011 1:25:45 PM](#) via [Choqok in reply to kakashigr](#)
20. [@r1cola](#) he likes that sort of game, but we aren't playing it. We're polishing then releasing what we have, then that's it. [Sunday, January 02, 2011 1:25:04 PM](#) via [Choqok in reply to r1cola](#)
21. geohot++ for breaking metldr, geohot-- for making it another ego act and not publishing how he did it. [Tuesday, January 04, 2011 12:41:43 PM](#) via [Choqok](#)
22. For those who missed it, video of the talk here: <http://goo.gl/UjtPx> [Saturday, January 01, 2011 10:37:30 PM](#) via [Choqok](#)
23. So now, if you don't have a laser, technically you can try OpenLase using that code :) [Saturday, January 01, 2011 10:28:15 PM](#) via [Choqok](#)
24. Now you know what my code looks like when I'm drunk :P (we hacked the bar PC and had ASCII demos running on it) [Saturday, January 01, 2011 10:25:57 PM](#) via [Choqok](#)
25. While at c-base (and on a couple Tschunks) I hacked ASCII-art output onto OpenLase. Pushed that to the cbase branch: <http://goo.gl/5Rq1O> [Saturday, January 01, 2011 10:25:11 PM](#) via [Choqok](#)
26. Also pushed the 27C3 OpenLase slides to the openlase.git repo. They include cleaned-up/updated libol versions of some of the effects too. [Saturday, January 01, 2011 10:05:48 PM](#) via [Choqok](#)
27. Pushed the AsbestOS parts of the 27C3 demo (native AsbestOS boot from HDD). Tools to make AsbestOS into a SELF coming later.

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[Saturday, January 01, 2011 6:45:11 PM](#) via [Choqok](#)

28. @[Andrea1Liquid](#) you can't use newer firmware with downgraded loaders. [Saturday, January 01, 2011 10:55:55 AM](#) via [Choqok in reply to Andrea1Liquid](#)
29. @[phirenz](#) Sony can't exactly change the GPU to a Tesla if they want to keep backwards compatibility. RSX cmds are baked into PS3 games. [Saturday, January 01, 2011 9:11:11 AM](#) via [Choqok in reply to phirenz](#)
30. Back from 27c3, just got home after spending New Year's with the family. Time to crash for an undetermined number of hours. [Friday, December 31, 2010 4:38:58 PM](#) via [Choqok](#)
31. @[Idlewild2007](#) AsbestOS isn't a distro, it's a bootloader that works with any distro (given a tweaked kernel). [Wednesday, December 29, 2010 1:13:06 PM](#) via [Choqok](#)
32. @[KDSBest](#) yes. [Wednesday, December 29, 2010 12:52:34 PM](#) via [Choqok in reply to KDSBest](#)
33. @[LouiseHoffman](#) worse, at least the Wii stuff is mostly C. Sony loves C++, especially in SPU code. Security feature! SPU C++ is hell to RE :P [Wednesday, December 29, 2010 12:45:33 PM](#) via [Choqok in reply to LouiseHoffman](#)
34. @[KDSBest](#) we can't modify lv1 directly yet (no lv1ldr dump) but we can pwn lv1 early in the boot process via a hacked iso module. [Wednesday, December 29, 2010 12:41:03 PM](#) via [Choqok in reply to KDSBest](#)
35. Clarification #4: the random number isn't 4, it's more like 007eabbb79360e14df1457a4194b82f71a0dc39280 (example). But it's still constant. [Wednesday, December 29, 2010 12:39:55 PM](#) via [Choqok](#)
36. @[LouiseHoffman](#) not much, it's all a large pile of fail. The Wii has better security design (it just has a lot of implementation holes). [Wednesday, December 29, 2010 12:35:25 PM](#) via [Choqok in reply to LouiseHoffman](#)
37. @[Zmathue](#) because that causes the R value to be the same, i.e. the first half of every signature is the same. [Wednesday, December 29, 2010 12:34:25 PM](#) via [Choqok](#)
38. @[badcrc](#) lo sé, pero las tiras de Dilbert hay que licenciarlas :P [Wednesday, December 29, 2010 12:33:09 PM](#) via [Choqok in reply to badcrc](#)
39. Clarification #3: The private keys refer to keys that Sony HQ uses. PS3s don't have these keys (but we calculated them due to the fail). [Wednesday, December 29, 2010 12:32:30 PM](#) via [Choqok](#)
40. It's Sony not knowing WTF they're doing when making signatures, and thus mathematically leaking their keys. [Wednesday, December 29, 2010 12:30:21 PM](#) via [Choqok](#)
41. This is also why we didn't use the term "exploit" or "bug". The PS3 signature fail is neither an exploit nor a bug (in the PS3 firmware). [Wednesday, December 29, 2010 12:29:34 PM](#) via [Choqok](#)
42. The XKCD "return 4" function that we showed is (essentially) part of the code that Sony HQ runs to sign games, it's not in the PS3 FW. [Wednesday, December 29, 2010 12:24:26 PM](#) via [Choqok](#)
43. @[KDSBest](#) no one can create a new metldr (for an existing

- console). Not even Sony (unless they have that console's key stashed somewhere). [Wednesday, December 29, 2010 12:21:32 PM](#) via [Choqok in reply to KDSBest](#)
44. @[AluProductions](#) they could, to some extent, but they'd fuck over everyone who doesn't go online and gets an update from a new game. [Wednesday, December 29, 2010 12:11:34 PM](#) via [Choqok in reply to AluProductions](#)
45. @[KDSBest](#) we don't have the game signing key but the same epic fail applies to it. Once someone dumps appldr they can calculate it too. [Wednesday, December 29, 2010 12:09:48 PM](#) via [Choqok in reply to KDSBest](#)
46. They actually CAN change keys for LV2/LV1, isolated modules, rvklists, spp, but that's useless because you can just downgrade the loaders. [Wednesday, December 29, 2010 12:08:56 PM](#) via [Choqok](#)
47. Myth #2: Sony can change keys. No, they can't. These aren't encryption keys, they're signing keys. If they change them GAMES STOP WORKING. [Wednesday, December 29, 2010 12:02:17 PM](#) via [Choqok](#)
48. Myth #1: It took us 3-4 years to do this. Negative, this exploit only took a few months after we started working. We weren't trying before. [Wednesday, December 29, 2010 12:01:45 PM](#) via [Choqok](#)
49. FWIW lightning talks tomorrow are at 11:30-13:45. PS3 demo will be 4 minutes _somewhere_ within that range (to be determined) [Wednesday, December 29, 2010 9:19:21 AM](#) via [Choqok](#)
50. They can try to whitelist every existing piece of official PS3 code... but good luck with that. [Wednesday, December 29, 2010 9:17:44 AM](#) via [Choqok](#)
51. IOW they CANNOT change keys or fix this in a new firmware, because stuff we sign is every bit as good as existing official software. [Wednesday, December 29, 2010 9:16:58 AM](#) via [Choqok](#)
52. Wii fakesigning vs. PS3 epic fail: Wii issue is a BUG in console code (fixable), PS3 issue is a FAIL in THEIR secret signer (not fixable). [Wednesday, December 29, 2010 9:16:33 AM](#) via [Choqok](#)
53. [fail0verflow](#) Our current PS3 goal: AsbestOS.pup [Wednesday, December 29, 2010 8:41:27 AM](#) via web Retweeted by [marcan42](#) and 22 others
54. [fail0verflow](#) For all those out there that think fail0verflow.com has been hacked - it hasn't. We're just busy working on a demo for tomorrow. Patience! [Wednesday, December 29, 2010 8:39:52 AM](#) via web Retweeted by [marcan42](#) and 9 others
55. [fail0verflow](#) Look out for the awesome treasure hunt on the walls of the hackcenter. Hint, you might need a smartphone ;) [Wednesday, December 29, 2010 8:24:57 AM](#) via web Retweeted by [marcan42](#) and 21 others
56. @[esanfeliX](#) yeah, segher looked at two sigs and it was blindingly obvious (the first half of the sig (R) is equal) [Wednesday, December 29, 2010 8:24:04 AM](#) via [Choqok in reply to esanfeliX](#)
57. You should TOTALLY follow @[fail0verflow](#)! [Wednesday, December 29, 2010 8:23:18 AM](#) via [Choqok](#)
58. Demo (or half-demo if we can't fix the fail) on a Lightning Talk TOMORROW, I'll report on the time once it gets assigned.

[Wednesday, December 29, 2010 8:08:10 AM](#) via [Choqok](#)

59. Talk at 16:00 on Saal 1, google for streams. Still working on slides and demo... [Wednesday, December 29, 2010 5:12:44 AM](#) via [Choqok](#)
60. [c3streaming](#) H.264 stream up and running:
<http://saal1.h264.27c3.fem-net.de/> [Monday, December 27, 2010 2:30:33 AM](#) via [Hibari](#) Retweeted by [marcan42](#) and 42 others
61. Oh, and OpenLase now officially works on OSX :) [Monday, December 27, 2010 2:36:26 AM](#) via [Choqok](#)
62. 27c3 go! At the hackcenter hacking a PS3 ;) [Monday, December 27, 2010 2:36:12 AM](#) via [Choqok](#)
63. @27c3 isn't that what's *supposed* to happen? it's the spirit of things! [Sunday, December 26, 2010 8:14:41 AM](#) via [Choqok in reply to 27c3](#)
64. @daeken compromised account much? [Sunday, December 26, 2010 5:42:33 AM](#) via [Choqok in reply to daeken](#)
65. That's 16:00 UTC+1, or 15:00 UTC @KushanTheCat [Sunday, December 26, 2010 12:43:07 AM](#) via [Choqok](#)
66. @vexenon Conferences are considered public and streamed live. Photography isn't generally allowed in other parts of the venue though. [Saturday, December 25, 2010 6:19:31 PM](#) via [Choqok in reply to vexenon](#)
67. Also, the talk got moved to Day 3 (29th) 16:00 on Saal 1, schedule hasn't been updated yet. [Saturday, December 25, 2010 6:18:36 PM](#) via [Choqok](#)
68. Live streams (theoretically) at <http://27c3.iphoneblog.de/> [Saturday, December 25, 2010 6:16:58 PM](#) via [Choqok](#)
69. 36 slides and counting... time to catch some sleep though [Saturday, December 25, 2010 6:12:48 PM](#) via [Choqok](#)
70. [izsh1911](#) This talk is hilarious :) <http://www.youtube.com/watch?v=U4oB28ksiIo> [Saturday, December 25, 2010 5:58:14 AM](#) via [Tweetie for Mac](#) Retweeted by [marcan42](#) and 14 others
71. [andreasdorg](#) @marcan42 You are in Saal 1, it's just that the automatic export is broken and thus the web sit enot updated yet. [Saturday, December 25, 2010 3:16:49 AM](#) via web [in reply to marcan42](#) Retweeted by [marcan42](#) and 1 other
72. @DhruvBhutani there are live streams for 27c3 at <http://27c3.iphoneblog.de/> [Friday, December 24, 2010 9:25:20 PM](#) via [Choqok in reply to DhruvBhutani](#)
73. Oh yeah, did I mention that the PS3 hacking talk is going to be *big*? Don't miss it! (@27c3 we should totally have gotten Saal 1 :P) [Friday, December 24, 2010 9:15:28 PM](#) via [Choqok](#)
74. Apparently this year we don't get any reserved hackcenter spots @27c3 for the Console Hacking team. WTF? PS3s take a lot of space! [Friday, December 24, 2010 9:07:52 PM](#) via [Choqok](#)
75. @Kronikle500 I wish, I still have two talks at 27c3 to prepare for and some university stuff to finish before new year's :P [Thursday, December 23, 2010 4:10:32 PM](#) via [Choqok in reply to Kronikle500](#)
76. Note: I tried to tweet my last tweet from Twitter for iPhone, but it, too, failed. FAIL FAIL FAIL FAIL FAIL TIME! [Thursday, December 23, 2010 3:01:17 PM](#) via [Choqok](#)

77. iPhone tethering Linux driver failed. Fixed it. Then nvidia drivers failed on new kernel. Upgraded them. Why do I have to fix everything? [Thursday, December 23, 2010 3:00:52 PM](#) via [Choqok](#)
78. [EFF](#) How [#Wikileaks](#) Killed Spain's Anti-P2P Law: [#leysin](https://eff.org/r.3vK) [#sindegate](#) [#netfreedom](#) [Wednesday, December 22, 2010 3:30:07 PM](#) via web Retweeted by [marcan42](#) and 100+ others
79. Wow, Humble Indie Bundle #2 just added all the HIB #1 games! Pay above the average to get *10* awesome indie games! <http://goo.gl/kHsQ3> [Wednesday, December 22, 2010 5:47:04 AM](#) via [Choqok](#)
80. [@humble](#) does this mean us who purchased HIB #1 and #2 can give away our "extra" HIB #1 to a friend? :) [Wednesday, December 22, 2010 5:43:35 AM](#) via [Choqok in reply to humble](#)
81. I'm not sure how I managed it, but I didn't screw up any of the 50 wires on the flasher. It all works! I can brick & unbrick the PS3 now ;) [Tuesday, December 21, 2010 4:09:23 PM](#) via [Choqok](#)
82. Pushed a dumper if someone wants to try (if you know what you're doing; please don't ask otherwise). [Tuesday, December 21, 2010 2:06:38 PM](#) via [Choqok](#)
83. Confirmed that NOR dumps made with AsbestOS NetRPC are 1:1 and complete. [Tuesday, December 21, 2010 2:05:40 PM](#) via [Choqok](#)
84. <http://goo.gl/4iN8W> All done! Should be obvious what this is now ;) [Monday, December 20, 2010 2:35:28 PM](#) via [Choqok](#)
85. [@LloydOwen](#) the tip is 0.8mm or so, not really micro [Monday, December 20, 2010 1:50:21 PM](#) via [Choqok in reply to LloydOwen](#)
86. Almost done! <http://is.gd/j68s6> [Monday, December 20, 2010 1:35:12 PM](#) via [Choqok](#)
87. [@unl0cker](#) TSOP on a board is a lot easier than <http://is.gd/j2PBa> . Chip pins are easier to solder all at once and more predictable. [Monday, December 20, 2010 10:59:39 AM](#) via [Choqok in reply to unl0cker](#)
88. Working on the other side... <http://is.gd/j5koR> tedious but a lot less frustrating since it's 50mil spacing double row, not 25mil ;) [Monday, December 20, 2010 9:35:33 AM](#) via [Choqok](#)
89. 2010, year of the private key leaks. First HDCP, now <http://is.gd/j4P6H> ... [Monday, December 20, 2010 7:31:28 AM](#) via [Choqok](#)
90. [@Beegee7730](#) I know, it was a retweet. [Monday, December 20, 2010 6:22:20 AM](#) via [Choqok in reply to Beegee7730](#)
91. NOR flash needs lots of wires! <http://is.gd/j2PzV> <http://is.gd/j2PAX> <http://is.gd/j2PBa> tomorrow I get to do the other side. [Sunday, December 19, 2010 8:35:30 PM](#) via [Choqok](#)
92. Maybe Kinect will finally start to sell in Japan? RT [@qDot](#): Hakune Miku meets the [#kinect](#) - <http://youtu.be/bQREhd9iT38> [Sunday, December 19, 2010 12:46:59 PM](#) via [Choqok](#)
93. [@humble](#) Why not encourage an official torrent (on the DL page) with everything in it, for legit users? Saves you BW, often more convenient. [Saturday, December 18, 2010 4:17:39 PM](#) via [Choqok in reply to humble](#)
94. [@humble](#) I searched for "humble indie bundle torrent" after purchasing it. The server was too slow early on! ;) [Saturday, December 18, 2010 4:15:22 PM](#) via [Choqok in reply to humble](#)

95. Sneak peek: <http://is.gd/iY5Ey> <http://is.gd/iY66i> and of course <http://is.gd/iM5Y9> [Saturday, December 18, 2010 10:21:06 AM](#) via [Choqok](#)
96. "IMMA CHARGIN MAH LAZER" has nothing to do with DDoS... I've been tweeting about laser projectors for a while now, get with the program! [Saturday, December 18, 2010 10:14:39 AM](#) via [Choqok](#)
97. IMMA CHARGIN MAH LAZER [Friday, December 17, 2010 12:47:14 PM](#) via [Choqok](#)
98. [humble](#) It looks like Linux users are more than doubling the Windows average! <http://www.humblebundle.com/> [Thursday, December 16, 2010 2:40:44 PM](#) via web Retweeted by [marcan42](#) and 35 others
99. @JDARknightES no demasiado (;hay mucho sobre lo que hablar!) pero sí algo :) [Thursday, December 16, 2010 5:02:55 PM](#) via [Choqok in reply to JDARknightES](#)
100. @JDARknightES No, porque As Best OS no existe (ni tiene ningún sentido). Se llama AsbestOS, y asbestos significa amianto o asbesto. [Thursday, December 16, 2010 4:17:44 PM](#) via [Choqok in reply to JDARknightES](#)
101. @iKamino en teoría si [Thursday, December 16, 2010 1:29:26 PM](#) via [Choqok in reply to iKamino](#)
102. I love it when people call reading a published conference schedule a "leak". OMG SEKRET PS3 CONFERENCE AT 27C3!!! [Thursday, December 16, 2010 9:29:53 AM](#) via [Choqok](#)
103. @boulabiar haven't had a chance to write them up yet, I will soon ;) [Wednesday, December 15, 2010 9:03:37 AM](#) via [Choqok in reply to boulabiar](#)
104. Going to give a 4-minute OpenLase Lightning Talk at 27c3 :) <http://is.gd/iM5Y9> [Tuesday, December 14, 2010 11:50:50 PM](#) via [Choqok](#)
105. Going to attempt to repurpose a mating pair of 50pin CompactFlash connectors as a NOR flash interconnect. Should be interesting. [Tuesday, December 14, 2010 3:15:07 PM](#) via [Choqok](#)
106. Pay what you want for five cross-platform DRM-free games! The Humble Indie Bundle 2: <http://www.humblebundle.com/> [Tuesday, December 14, 2010 11:08:57 AM](#) via [Choqok](#)
107. @KDSBest Read the video description. [Tuesday, December 14, 2010 8:29:12 AM](#) via [Choqok in reply to KDSBest](#)
108. The PS3 Slim has huge fat testpoints on all the NOR signals. Thank you, Sony! [Monday, December 13, 2010 4:37:13 PM](#) via [Choqok](#)
109. [joshblake](#) This guy is having *too much fun* with @openkinect! <http://youtu.be/LKjzbyBpkM8> #kinect #openkinect [Monday, December 13, 2010 1:02:24 PM](#) via [TweetDeck](#) Retweeted by [marcan42](#) and 29 others
110. Turns out laser harps work a heck of a lot better when vertical: <http://is.gd/iBfub> [Sunday, December 12, 2010 12:31:27 AM](#) via [Choqok](#)
111. Bought a PS3 Slim and another Kinect, both to tear apart. "You've got a two-year warranty," he said... bwahahahaha! [Friday, December 10, 2010 12:12:21 PM](#) via [Twitter for iPhone](#)

112. New laser hack: Laser harp! <http://is.gd/iquoi6> using OpenLase and OpenCV (had to be done ;)) [Wednesday, December 08, 2010 9:32:55 PM](#) via [Choqok](#)
113. [qDot](#) PrimeSense's OpenNI organization for Natural Interface Interoperability: <http://openni.org/> [#kinect](#) [#openkinect](#) [Wednesday, December 08, 2010 9:58:16 AM](#) via [TweetDeck](#) Retweeted by [marcan42](#) and 6 others
114. [qDot](#) PrimeSense open-sources a portion of their libraries for use with the kinect: <https://github.com/PrimeSense> [#kinect](#) [#openkinect](#) [Wednesday, December 08, 2010 9:56:50 AM](#) via [TweetDeck](#) Retweeted by [marcan42](#) and 13 others
115. [@jsalz1](#) Signal is fine, in fact, on the high side so the tech added an attenuator. D: 37-38.5dB SNR, 6-6.5dBmV, U: 44dBmV (D is 8x bonded) [Saturday, December 04, 2010 9:14:28 PM](#) via [Choqok in reply to jsalz1](#)
116. [@jsalz1](#) The connection works, it just restarts BPI every second or so and drops a couple packets, killing throughput and making things suck. [Saturday, December 04, 2010 7:41:39 PM](#) via [Choqok in reply to jsalz1](#)
117. Now I know why my cablemodem drops packets. BPI RESTART COMPLETED. BPI RESTART COMPLETED. BPI RESTART COMPLETED. BPI RESTART COMPLETED. [Saturday, December 04, 2010 7:21:55 PM](#) via [Choqok](#)
118. Meh, Wikipedia is getting stupider and stupider. I just had an anon (too lazy to log in) edit to [[Wii]] rejected for no reason. [Saturday, December 04, 2010 4:15:06 PM](#) via [Choqok](#)
119. [@phirenz](#) if you're looking at HDD stuff, the repeating 16-byte patterns are *plaintext* for all-00 CBC ciphertext, not the other way around. [Friday, December 03, 2010 8:36:09 PM](#) via [Choqok in reply to phirenz](#)
120. BTW, AsbestOS is on hiatus while I work on other stuff, but it's by no means dropped. [Friday, December 03, 2010 11:20:22 AM](#) via [Choqok](#)
121. I'd tweet the ./configure options I had to use to build a proper embedded ARM7TDMI GCC 4.5.1, but they don't even remotely fit. [Friday, December 03, 2010 10:16:04 AM](#) via [Choqok](#)
122. [BoingBoing](#) Fate of Spain's Internet/copyright law depends on El Pais releasing relevant Wikileaks cables N <http://bit.ly/gAc191> [Thursday, December 02, 2010 4:23:04 AM](#) via [dlvr.it](#) Retweeted by [marcan42](#) and 78 others
123. [@__benjamin](#) I plan on adding RGB in the future ;) [Wednesday, December 01, 2010 5:11:23 AM](#) via [Choqok in reply to __benjamin](#)
124. [@qDot](#) next time I hack something I'll make sure to let you sexify it first, then we can make the world's collective heads explode :D [Tuesday, November 30, 2010 5:56:20 PM](#) via [Choqok in reply to qDot](#)
125. [@markvesterskov](#) yes, it runs on the PC. Check the video description for a source code link ;) [Tuesday, November 30, 2010 6:45:44 AM](#) via [Choqok in reply to markvesterskov](#)
126. [@markvesterskov](#) fixed point per key: Y is just MIDI note number,

- X is note number mod 12, so directly above/below is octave up/down
[Monday, November 29, 2010 10:17:50 PM](#) via [Choqok in reply to markvesterskov](#)
127. New laser trick: <http://youtu.be/qDNNFM9ghIY> [Monday, November 29, 2010 9:50:21 PM](#) via [Choqok](#)
128. OK, YouTube clearly dislikes mkv with h.264 video and vorbis audio (at least sometimes). Switched to MP4 h.264+AAC and that works. [Monday, November 29, 2010 9:49:23 PM](#) via [Choqok](#)
129. YouTube is turning my videos into slideshows again. Seriously, WTF? [Monday, November 29, 2010 9:03:06 PM](#) via [Choqok](#)
130. @nial_mack it should work [Monday, November 29, 2010 6:52:42 AM](#) via [Choqok in reply to nial_mack](#)
131. @scanlime you don't need to time-multiplex the projectors, they don't interfere much due to the way they do depth computation
[Saturday, November 27, 2010 6:55:03 PM](#) via [Choqok in reply to scanlime](#)
132. Finally got my act together and released OpenLase: <http://is.gd/hFT1u> It's very bare and totally undocumented, but is anyone interested? [Tuesday, November 23, 2010 6:31:10 PM](#) via [Choqok](#)
133. @KaKaRoToKS that doesn't work for hubbed devices though (the address change hack isn't generic) and introduces tons of issues (e.g. latency) [Monday, November 22, 2010 9:38:17 PM](#) via [Choqok in reply to KaKaRoToKS](#)
134. Help kickstart @gnihsb and @pytey 's open USB analyzer project OpenVizsla! <http://kck.st/hx12x9> [Monday, November 22, 2010 5:34:44 PM](#) via [Choqok](#)
135. [gnihsb](#) Big new hobby project -- Kickstarter - "OpenVizsla" Open Source USB Protocol Analyzer: <http://kck.st/hx12x9> [Monday, November 22, 2010 5:05:22 PM](#) via web Retweeted by [marcan42](#) and 66 others
136. @Digital_Foundry We get a full 30fps at 640x480 on both. Total bandwidth is somewhere around 20MB/s. [Monday, November 22, 2010 6:27:39 AM](#) via [Choqok in reply to Digital_Foundry](#)
137. Dumped the certificates and private keys from my cablemodem, for posterity, just in case. Isn't it nice when they leave in flash dump cmds? [Sunday, November 21, 2010 9:46:36 PM](#) via [Choqok](#)
138. @korn16ftl should already work if you compile the driver on PS3 Linux. [Sunday, November 21, 2010 3:35:24 PM](#) via [Choqok in reply to korn16ftl](#)
139. @mercluke it just plugs in if you have the standalone Kinect. If you have the 360 bundle then you need an adapter. [Sunday, November 21, 2010 3:35:09 PM](#) via [Choqok in reply to mercluke](#)
140. I really wish Microsoft would put a tiny bit less effort into screwing over cross-platform compatibility. [Sunday, November 21, 2010 3:16:37 PM](#) via [Choqok](#)
141. Ironically (but predictably), Kinect drivers on Windows are the most fragmented and volatile right now, thanks to USB and C99 support hell. [Sunday, November 21, 2010 3:16:13 PM](#) via [Choqok](#)
142. <http://vimeo.com/16985224> *very* nice! OpenKinect skeletal tracking and interactive projection [Saturday, November 20, 2010 1:41:59 PM](#) via [Choqok](#)

143. <http://is.gd/huObt> - Microsoft still doesn't get what 'hacking' means, but they've agreed they're OK with what we're doing to the Kinect :) [Saturday, November 20, 2010 12:56:56 PM](#) via [Choqok](#)
144. @txipi enseñale a la peña a usar Git como es debido, que demasiados están atascados en el oscuro mundo de SVN ;) [Thursday, November 18, 2010 9:52:22 AM](#) via [Choqok in reply to txipi](#)
145. [rmdi2000](#) Siguiendo a @marcan42 el hacker del kinect Lo malo? soy su seguidor #6666 [Monday, November 15, 2010 6:17:20 PM](#) via [TweetDeck](#) Retweeted by [marcan42](#)
146. I have 70 windows open in irssi right now. Oh boy. [Monday, November 15, 2010 4:21:03 PM](#) via [Choqok](#)
147. So GitHub is back, and they ate our repo completely. GitHub--. [Sunday, November 14, 2010 3:34:18 PM](#) via [Choqok](#)
148. github gists are being reset to #1 and up and new gists are showing up as new revs of old gists. Twice now. Not good. [Sunday, November 14, 2010 1:38:38 PM](#) via [Choqok](#)
149. @palmerit can't do that with github [Sunday, November 14, 2010 12:26:45 PM](#) via [Choqok in reply to palmerit](#)
150. @Nemekh of course [Sunday, November 14, 2010 11:54:16 AM](#) via [Choqok in reply to Nemekh](#)
151. Seriously, something messed up real bad. People's accounts no longer exist, mine does but isn't listed as OpenKinect anything. yay. [Sunday, November 14, 2010 11:50:00 AM](#) via [Choqok](#)
152. Looks like we broke github bigtime. The entire OpenKinect project died. [Sunday, November 14, 2010 11:49:06 AM](#) via [Choqok](#)
153. libfreenect -> OpenKinect -> OpenKinect.libfreenect. No more renames, please update your clones and bookmarks to point to <http://is.gd/h3WmJ> [Sunday, November 14, 2010 11:38:04 AM](#) via [Choqok](#)
154. drawback to releasing hacky code: everyone realizes it sucks and fixes it in their own different incompatible way :P [Sunday, November 14, 2010 9:34:24 AM](#) via [Choqok](#)
155. @pmj1979 front and back should work, but that won't cover sides completely [Sunday, November 14, 2010 9:29:45 AM](#) via [Choqok in reply to pmj1979](#)
156. @D_O_A85 someone tested it, apparently it behaves as a window (kind of like a portal) :) [Sunday, November 14, 2010 7:58:11 AM](#) via [Choqok in reply to D_O_A85](#)
157. @PineApper unfortunately multiple Kinects cannot be used together (except maybe at opposite sides) due to projection interference [Sunday, November 14, 2010 7:43:45 AM](#) via [Choqok in reply to PineApper](#)
158. <http://is.gd/h2ETg> Wow. Using the Kinect to reconstruct a true 3D image/model of the environment in realtime. Amazing! [Sunday, November 14, 2010 7:37:27 AM](#) via [Choqok](#)
159. @eevblog YouTube did that yesterday for a few videos for me. I think they're having issues. I ended up uploading a smaller version. [Saturday, November 13, 2010 2:38:06 PM](#) via [Choqok in reply to eevblog](#)
160. I was on the TV news today again, this time on TVE1. Check out the

- video at <http://is.gd/gYRjz> , complete with the screen tracking demo :)
161. [Friday, November 12, 2010 2:05:01 PM](#) via [Choqok](#)
Kinect / libfreenect + OpenCV + OpenLase = <http://is.gd/gY4qc>
perspective projecting the laser onto a floating screen! [Friday, November 12, 2010 4:53:51 AM](#) via [Choqok](#)
162. What the hell... I uploaded a video to YouTube and it turned it into a 0.2fps slideshow! [Friday, November 12, 2010 4:19:34 AM](#) via [Choqok](#)
163. The Noticias Cuatro news report finally uploaded to YouTube: <http://is.gd/gXrkW> (it was having some major issues processing). [Thursday, November 11, 2010 9:03:47 PM](#) via [Choqok](#)
164. @floemuc Extremely cool! That was fast :) [Thursday, November 11, 2010 4:11:03 PM](#) via [Choqok in reply to floemuc](#)
165. [floemuc](#) @marcan42: <http://is.gd/gWYGN> #kinect: proof-of-concept video for multitouch-like interaction [Thursday, November 11, 2010 3:18:27 PM](#) via [Ubuntu](#) Retweeted by [marcan42](#) and 18 others
166. What the hell, youtube is failing at processing the Cuatro video :/ [Thursday, November 11, 2010 1:29:32 PM](#) via [Choqok](#)
167. This has been one hell of an overwhelming day :) [Thursday, November 11, 2010 1:01:02 PM](#) via [Choqok](#)
168. @CristSk Está aquí: <http://is.gd/gWaeJ> pero se ve un poco cutre. Estoy intentando youtubearlo: <http://is.gd/gWqUt> lleva siglos procesando... [Thursday, November 11, 2010 9:06:29 AM](#) via [Choqok in reply to MyWaySk](#)
169. @benjamin 20 and studying CS. Engineering sounds good :) [Thursday, November 11, 2010 9:05:26 AM](#) via [Choqok in reply to benjamin](#)
170. I'll be on the Spanish news! Noticias Cuatro starting right now. Crazy! [Thursday, November 11, 2010 4:59:46 AM](#) via [Twitter for iPhone](#)
171. [zelipe](#) @adelgado @jlhortelano Si no surgen inconvenientes. @marcan42 estará a las 14.00 en Noticias Cuatro. [Thursday, November 11, 2010 1:30:34 AM](#) via [Twitter for iPhone in reply to adelgado](#) Retweeted by [marcan42](#) and 2 others
172. @Digital_Foundry I can confirm that the image is 640x480, but it's somewhat fuzzy due to the sensor methodology. [Thursday, November 11, 2010 3:01:09 AM](#) via [Choqok in reply to Digital_Foundry](#)
173. The Kinect does have anti-cloning crypto auth to prevent Chinese clones, but that doesn't affect us (as far as I can tell). [Wednesday, November 10, 2010 4:25:24 PM](#) via [Choqok](#)
174. It's worth noting that the Kinect had NO DRM or anti-DIY "protection"! As evil as Microsoft may be sometimes, they weren't this time :) [Wednesday, November 10, 2010 4:24:53 PM](#) via [Choqok](#)
175. AlexP and Code Laboratories are donating the \$457 that they raised with their fundraiser to support the Kinect effort. Thank you very much! [Wednesday, November 10, 2010 4:19:48 PM](#) via [Choqok](#)
176. [adafruit](#) WE HAVE A WINNER – Open Kinect driver(s) released – Winner will use \$3k for more hacking – PLUS an additional \$2... <http://bit.ly/c0igyY> [Wednesday, November 10, 2010 12:19:01 PM](#)

- via [twitterfeed](#) Retweeted by [marcan42](#) and 69 others
177. Video for youtube-lovers: <http://is.gd/gTPwq> [Wednesday, November 10, 2010 4:12:23 AM](#) via [Choqok](#)
178. @rossinie that is not mine, and it's also not open source [Wednesday, November 10, 2010 4:08:35 AM](#) via [Choqok in reply to rossinie](#)
179. <http://is.gd/gTOa6> <http://is.gd/gTOar> Kinectipwned 3 hours after EU launch! [Wednesday, November 10, 2010 3:59:08 AM](#) via [Choqok](#)
180. ed3ecfb44b2f12ccea7feb53ddf81d066bb340e4 [Wednesday, November 10, 2010 3:34:19 AM](#) via [Choqok](#)
181. 27211cdce824a59311873bd3a401a2be649b3d29 [Wednesday, November 10, 2010 3:24:32 AM](#) via [Choqok](#)
182. looks like I'm going to end up poking a stick at the Kinect [Tuesday, November 09, 2010 6:11:45 PM](#) via [Choqok](#)
183. @phirenz reminds me of <http://is.gd/gR0ka> . Is DeLiGhT Broly7's new nickname by any chance? :P [Monday, November 08, 2010 8:05:44 PM](#) via [Choqok in reply to phirenz](#)
184. [mattgemmell](#) Adobe Flash: for when you need to know your laptop's fan still works. [Sunday, November 07, 2010 1:47:36 AM](#) via [Hibari](#) Retweeted by [marcan42](#) and 100+ others
185. @meadtj "CMOS" as a term for the non-volatile memory for BIOS settings is a misuse. *Everything* is CMOS, not just that little SRAM. [Saturday, November 06, 2010 8:41:58 PM](#) via [Choqok in reply to meadtj](#)
186. @meadtj you do realize that just about every single chip on today's computers, including CPUs, use CMOS technology, right? :P [Saturday, November 06, 2010 8:40:29 PM](#) via [Choqok in reply to meadtj](#)
187. @konet and you say you're an EE student? *shakes head* Your hacker emblem is hereby revoked. [Saturday, November 06, 2010 8:12:03 PM](#) via [Choqok in reply to konet](#)
188. Just found out that Frank Wanlass (father of CMOS) passed away on Sept 9 this year (which also happened to be my birthday). [Saturday, November 06, 2010 7:59:28 PM](#) via [Choqok](#)
189. @KaKaRoToKS yeah, just an (old rev.) bluesmirf (bluetooth to serial) :) [Friday, November 05, 2010 8:58:34 PM](#) via [Choqok in reply to KaKaRoToKS](#)
190. <http://is.gd/gLj0i> poor Roomba, straight out of the box and already turned into a Goomba! [Friday, November 05, 2010 4:05:19 PM](#) via [Choqok](#)
191. Taskswitching from AsbestOS again, I'll be back soon. Upcoming TODO: multi region support to ps3{hdd,flash}. BD looks like it'll be painful. [Friday, November 05, 2010 8:27:35 AM](#) via [Choqok](#)
192. @badcrc lleva tilde para romper el diptongo :P [Friday, November 05, 2010 6:02:38 AM](#) via [Choqok in reply to badcrc](#)
193. Turns out I had 8 soft-bad sectors on the drive and apparently GameOS hates those. Zeroed them out and now everything is fine. [Monday, November 01, 2010 4:26:09 PM](#) via [Choqok](#)
194. @GianguidoSora not from GameOS's POV (or Linux running under AsbestOS) [Monday, November 01, 2010 3:29:52 PM](#) via [Choqok in reply to GianguidoSora](#)
195. Funny thing is Linux still mounts it fine and I can tar up most of it.

- [Monday, November 01, 2010 3:23:05 PM](#) via [Choqok](#)
196. Nope, fsck loop. I killed my GameOS filesystem, aww. [Monday, November 01, 2010 2:52:50 PM](#) via [Choqok](#)
197. Poor GameOS FS, I hard power off this PS3 so often that it has tons of lost+found stuff. This time it's fscking, let's see if it survived... [Monday, November 01, 2010 2:40:50 PM](#) via [Choqok](#)
198. Actually, hold that. I'll fix up HDD support before I post bins (I still need to add support for multiple partitions to the kernel driver). [Sunday, October 31, 2010 7:17:50 PM](#) via [Choqok](#)
199. AsbestOS now supports kboot.conf, including configurable kernel args and initrd support. I'll post some bins and info soon. [Sunday, October 31, 2010 7:15:11 PM](#) via [Choqok](#)
200. [@G33KatWork](#) also, major bonus points if you use `lv1_get_version_info` and make `*one*` stage1 build work for multiple firmwares ;) [Sunday, October 31, 2010 9:36:26 AM](#) via [Choqok in reply to G33KatWork](#)
201. [@G33KatWork](#) for linker script symbols, declare them as `extern char name[]`; and get rid of the underscore (that's for thunked funcs only) [Sunday, October 31, 2010 9:34:30 AM](#) via [Choqok in reply to G33KatWork](#)
202. [@kakashigr](#) in fact, xz produces a (very slightly) larger output for me [Sunday, October 31, 2010 8:49:34 AM](#) via [Choqok in reply to kakashigr](#)
203. [@kakashigr](#) LZMA1 and LZMA2 are two (very) minor variations on the same algorithm, with essentially identical compression ratio. [Sunday, October 31, 2010 8:48:49 AM](#) via [Choqok in reply to kakashigr](#)
204. [@kakashigr](#) xz `*is*` lzma. [Sunday, October 31, 2010 8:03:43 AM](#) via [Choqok in reply to kakashigr](#)
205. [@bmxninja](#) `*maybe*` once I implement USB, if I can fit in a barebones USB chainloader in 32k (without all the network stuff). No promises. [Sunday, October 31, 2010 6:03:19 AM](#) via [Choqok in reply to bmxninja](#)
206. [@rcecoder](#) aPLib/JCALG only achieve compression down to 35K, plus whatever the decoder takes up. LZMA performs better (30K incl. decoder). [Saturday, October 30, 2010 11:02:23 PM](#) via [Choqok in reply to rcecoder](#)
207. Replaced LZO1X compression with LZMA, 25% size reduction (40K -> 30K or so). [Saturday, October 30, 2010 10:32:49 PM](#) via [Choqok](#)
208. [@KaKaRoToKS](#) nope, DVD apparently needs something extra. It just returns ATAPI errors. [Saturday, October 30, 2010 10:31:35 PM](#) via [Choqok in reply to KaKaRoToKS](#)
209. Looks like the Linux drivers for HDD/Flash can't handle more than one region, I'll have to add that in. [Saturday, October 30, 2010 3:59:58 PM](#) via [Choqok](#)
210. Fixed PS3 storage stuff (haven't pushed yet, need to make sure it's safe). DVD/HDD/Flash now work. [Saturday, October 30, 2010 3:58:45 PM](#) via [Choqok](#)
211. [@shuffle2](#) is that a remote KDE session on the PS3 on top of a local GNOME Ubuntu session? Are you insane? :P [Saturday, October 30,](#)

[2010 12:42:57 PM](#) via [Choqok in reply to shuffle2](#)

212. @[marlencrabapple](#) it should be able to run 1080p great *once drivers have been written*. Until then, no real change. [Saturday, October 30, 2010 9:07:09 AM](#) via [Choqok in reply to marlencrabapple](#)
213. Once AsbestOS is user-friendly enough to not require netboot stuff, *then* I'll take the time to build a Ubuntu kernel and post an image ;) [Saturday, October 30, 2010 8:36:52 AM](#) via [Choqok](#)
214. In other words: except for the lack of usable internal HDD access, AsbestOS works just as well as OtherOS for pretty much all purposes. [Saturday, October 30, 2010 8:35:57 AM](#) via [Choqok](#)
215. There's just more important stuff to work on, like USB booting so people don't need to set up a network boot environment. [Saturday, October 30, 2010 8:33:57 AM](#) via [Choqok](#)
216. In other words, if I bothered to set it up, I could make Ubuntu/whatever run on AsbestOS today. [Saturday, October 30, 2010 8:33:22 AM](#) via [Choqok](#)
217. People keep thinking that somehow there's "something" to do before GUI works. There isn't, I just haven't bothered to install Xorg. [Saturday, October 30, 2010 8:32:40 AM](#) via [Choqok](#)
218. Fixed the Linux memory, framebuffer mem limit (720p works), threads-max and all that nonsense. Use latest ps3-linux.git & asbestos.git! [Friday, October 29, 2010 9:10:15 PM](#) via [Choqok](#)
219. Goodbye dtbImage.ps3, hello vmlinux. Note: from now on you *MUST* use the patched kernel from <http://is.gd/gtmrZ> . See README for details. [Friday, October 29, 2010 8:19:58 PM](#) via [Choqok](#)
220. *grumble* Why does 'make' spend ages processing dependencies for Linux. It takes forever to build a trivial change :/ [Friday, October 29, 2010 6:25:11 PM](#) via [Choqok](#)
221. @[phirenz](#) no clue, I think Linux just doesn't detect it. I suspect it has to do with the OS area flash stuff failing. [Friday, October 29, 2010 6:21:41 PM](#) via [Choqok in reply to phirenz](#)
222. @[MrGatz85](#) No. I'm saying it's fine to load AsbestOS whatever way you want, but then _it_ loads the kernel, you don't give it the kernel. [Thursday, October 28, 2010 3:16:06 PM](#) via [Choqok in reply to MrGatz85](#)
223. @[MrGatz85](#) I didn't say anything about patching memory, I mean loading the linux kernel is AsbestOS's responsibility, not that an lv2 app. [Thursday, October 28, 2010 2:53:53 PM](#) via [Choqok in reply to MrGatz85](#)
224. @[MrGatz85](#) Hermes and I agree that loading the _kernel_ that way isn't the way forward. I'll make stage2 compatible with his method though. [Thursday, October 28, 2010 2:11:17 PM](#) via [Choqok in reply to MrGatz85](#)
225. Plan: fix bootloader interface and make vmlinux run, ramdisk support, fix bugs, add USB support, maybe GUI, THEN look into RSX 3D stuff. [Thursday, October 28, 2010 12:50:21 PM](#) via [Choqok](#)
226. @[laichung](#) you also need to change the lv2 function offsets after __lv2toc, and there are also a couple hardcoded addrs in usbdev.c [Tuesday, October 26, 2010 9:11:22 PM](#) via [Choqok in reply to](#)

laichung

227. @[korn16ftl](#) YDL (or Ubuntu) should run today with a few tweaks. I just haven't tried that yet; there are more important things to fix first. [Tuesday, October 26, 2010 11:12:12 AM](#) via [Choqok in reply to korn16ftl](#)
228. @[comex](#) and the 3D object handle is 0x31337000. Best part? Sony picked these, not I :P [Tuesday, October 26, 2010 10:09:25 AM](#) via [Choqok in reply to comex](#)
229. <http://is.gd/gkv1e> proof that RSX 3D works, time to pester the nouveau guys to figure out how we can use it sanely :) [Tuesday, October 26, 2010 9:08:29 AM](#) via [Choqok](#)
230. <http://is.gd/gjcL6> Nice XSS hole, pastie (original: <http://js1k.com/demo/635>) [Monday, October 25, 2010 7:44:43 PM](#) via [Choqok](#)
231. [comex](#) What an odd list of examples: http://en.wikipedia.org/wiki/Stack_buffer_overflow#Notable_examples [Sunday, October 24, 2010 12:14:30 PM](#) via web Retweeted by [marcan42](#) and 19 others
232. @[nebsterJ](#) please try the current AsbestOS git and see if that fixes the issue [Wednesday, October 20, 2010 7:32:01 PM](#) via [Choqok in reply to nebsterJ](#)
233. @[nebsterJ](#) nevermind, I read that backwards. PORT_COUNT won't help. [Wednesday, October 20, 2010 7:19:28 PM](#) via [Choqok in reply to nebsterJ](#)
234. @[nebsterJ](#) what the heck. OK, increase PORT_COUNT to 64. [Wednesday, October 20, 2010 7:17:28 PM](#) via [Choqok in reply to nebsterJ](#)
235. @[nebsterJ](#) sorry I don't know how it works in Ubuntu :/ [Wednesday, October 20, 2010 4:19:57 PM](#) via [Choqok in reply to nebsterJ](#)
236. @[nebsterJ](#) compatible compilers would be 4.4.x series, but you need a C++ compiler too, and headers and glibc for your target [Wednesday, October 20, 2010 4:19:41 PM](#) via [Choqok](#)
237. @[nebsterJ](#) I mean run gentoo on the host (I use gentoo on my PC too). If you use ubuntu, just find out a way of getting a compatible compiler [Wednesday, October 20, 2010 4:18:46 PM](#) via [Choqok in reply to nebsterJ](#)
238. @[nebsterJ](#) please add `#define DEBUG` at the top of ps3-vuart.c, recompile and get me a log :) [Wednesday, October 20, 2010 11:52:56 AM](#) via [Choqok in reply to nebsterJ](#)
239. @[nebsterJ](#) if you want a PC toolchain to use for distcc, use gentoo crossdev -S -t powerpc-unknown-linux, not the asbestos toolchain [Wednesday, October 20, 2010 11:51:01 AM](#) via [Choqok in reply to nebsterJ](#)
240. @[nebsterJ](#) 4.4.3 is gentoo stable, 4.4.4 was the latest 4.4 when I made that script [Wednesday, October 20, 2010 11:50:16 AM](#) via [Choqok in reply to nebsterJ](#)
241. @[nebsterJ](#) are you still getting that avsettings BUG() and panic? Try PORT_COUNT=16 in drivers/ps3/ps3-vuart.c [Wednesday, October 20, 2010 9:28:16 AM](#) via [Choqok in reply to nebsterJ](#)
242. @[nebsterJ](#) Am I right in thinking that your PS3 is a Slim? [Wednesday, October 20, 2010 4:59:06 AM](#) via [Choqok](#)
243. @[pablollopis](#) sí :) [Wednesday, October 20, 2010 4:58:29 AM](#) via

Choqok in reply to pablollopis

244. @nebsterJ because there is no core 7, the cores are numbered 0-6, and -1 means not running (timesliced out). [Tuesday, October 19, 2010 6:45:30 PM](#) via [Choqok in reply to nebsterJ](#)
245. Stage1 binary: <http://is.gd/g8YmI> stage2 binary: <http://is.gd/g8YmJ> for lazy people [Tuesday, October 19, 2010 6:42:29 PM](#) via [Choqok](#)
246. @darius7 I just didn't know about it :P [Tuesday, October 19, 2010 6:34:26 PM](#) via [Choqok in reply to dariusc7](#)
247. Guys, please spell it as AsbestOS, not AsBestOS. It's a carcinogenic mineral, not the nonsensical "As Best OS". [Tuesday, October 19, 2010 6:33:43 PM](#) via [Choqok](#)
248. Looks like the TI-84 port did gain AsbestOS support too (told you it was easy), see <http://brandonw.net/ps3jb/> [Tuesday, October 19, 2010 6:28:41 PM](#) via [Choqok](#)
249. @nebsterJ I think I have some vuart cleanup to do in AsbestOS, that might fix your BUG and my framebuffer delay stuff, I hope [Tuesday, October 19, 2010 6:12:14 PM](#) via [Choqok in reply to nebsterJ](#)
250. @nebsterJ I imagine it will if you set the FB size to 2MB, but no eth debugging or extra SPE of course, and don't forget 'make dtbImage.ps3' [Tuesday, October 19, 2010 5:44:26 PM](#) via [Choqok in reply to nebsterJ](#)
251. @nebsterJ git remote add marcan git://... will add a new remote (then git fetch marcan or similar) [Tuesday, October 19, 2010 5:32:28 PM](#) via [Choqok in reply to nebsterJ](#)
252. @nebsterJ yes, it's ppc64 userland [Tuesday, October 19, 2010 5:17:43 PM](#) via [Choqok in reply to nebsterJ](#)
253. Announcing AsbestOS, Linux on your PS3 without OtherOS: <http://is.gd/g8RIe> [Tuesday, October 19, 2010 4:48:47 PM](#) via web
254. @boxingcow as far as I can tell, no, because that fake Windows poll() doesn't interoperate with winsock sockets. [Tuesday, October 19, 2010 3:56:31 PM](#) via [Choqok in reply to boxingcow](#)
255. Just discovered that in YouTube, the numeric keys seek to that x/10 of the movie. Keyboard control FTW! [Tuesday, October 19, 2010 5:59:35 AM](#) via [Choqok](#)
256. <http://pastie.org/1231787> :) [Monday, October 18, 2010 9:20:47 PM](#) via [Choqok](#)
257. 7th SPE is "special" and needs a kernel patch to enable, but I just tested it and it works :) [Monday, October 18, 2010 9:16:55 PM](#) via [Choqok](#)
258. @NicEXE Yes they do (they are, in fact, required by European law). [Monday, October 18, 2010 3:35:18 PM](#) via [Choqok in reply to NicEXE](#)
259. @katelinalbini So your drive ate 350kB of data and you don't care? [Monday, October 18, 2010 3:29:14 PM](#) via [Choqok in reply to katelinalbini](#)
260. OK Western Digital, you're definitely getting this drive sent back NOW. Been acting wacky earlier... now SMART
Current_Pending_Sector = 103 [Monday, October 18, 2010 3:24:35 PM](#) via [Choqok](#)
261. @nebsterJ if you're getting overcurrent messages, that's (one

manifestation of) the USB bug that I mentioned. it's sporadic.

[Monday, October 18, 2010 10:20:26 AM](#) via [Choqok in reply to nebsterJ](#)

262. [@itsvmme](#) Is he? He did change his maintainer e-mail from @am.sony to @infradead, which makes me wonder whether he resigned after the mess. [Monday, October 18, 2010 9:38:40 AM](#) via [Choqok in reply to itsvmme](#)
263. [@nebsterJ](#) sorry, there's no way to do that so far. You can get debug with my patches but only until the network goes up. [Monday, October 18, 2010 9:30:40 AM](#) via [Choqok in reply to nebsterJ](#)
264. USB doesn't work reliably, I think I'm hitting some PS3 HC errata. Maybe I should e-mail Geoff... wonder what he thinks about AsbestOS. [Monday, October 18, 2010 9:26:26 AM](#) via [Choqok](#)
265. [@nebsterJ](#) should be fixed, sorry for that [Monday, October 18, 2010 6:18:23 AM](#) via [Choqok in reply to nebsterJ](#)
266. [@nebsterJ](#) it should work with the latest asbestos, it works like any other network card. [Monday, October 18, 2010 6:00:20 AM](#) via [Choqok in reply to nebsterJ](#)
267. [@nebsterJ](#) maybe, I only checked official releases. too late though, I already spent the time to upgrade this one. [Monday, October 18, 2010 5:50:03 AM](#) via [Choqok in reply to nebsterJ](#)
268. Once this is all updated and cleaned up I'll make a tarball of this root so others don't have to go through the effort. [Sunday, October 17, 2010 8:12:29 PM](#) via [Choqok](#)
269. gcc upgraded (yes it took this long), distcc installed, stuff now doesn't take forever. It'll spend the night updating everything. [Sunday, October 17, 2010 8:12:06 PM](#) via [Choqok](#)
270. [@nebsterJ](#) I used a Gentoo stage3 [Sunday, October 17, 2010 6:11:48 PM](#) via [Choqok in reply to nebsterJ](#)
271. [@nebsterJ](#) I'm using nfs, but I also tested using ext4 on a USB drive. Obviously to use squashfs you need to compile it in. [Sunday, October 17, 2010 4:56:04 PM](#) via [Choqok in reply to nebsterJ](#)
272. [@nebsterJ](#) the framebuffer turns on with a delay due to an avsettings timeout. If your kernel panics (e.g. no root), you won't see anything. [Sunday, October 17, 2010 3:20:14 PM](#) via [Choqok in reply to nebsterJ](#)
273. [@nebsterJ](#) try 'git fetch' and then possibly 'git merge origin/master' [Sunday, October 17, 2010 12:48:03 PM](#) via [Choqok in reply to nebsterJ](#)
274. glibc+binutils+mpfr+gcc upgrade on PS3 while I go get some dinner. Once that's done I'll finally be able to use distcc :P [Sunday, October 17, 2010 11:54:11 AM](#) via [Choqok](#)
275. [@nebsterJ](#) HDMI for me, but I think you can use component too (maybe it depends on your GameOS settings) [Sunday, October 17, 2010 11:52:22 AM](#) via [Choqok in reply to nebsterJ](#)
276. [@nebsterJ](#) I use "udbg-immortal video=ps3fb:mode:2 root=/dev/nfs rw nfsroot=192.168.3.171:/path/to/nfsroot ip=dhcp init=/bin/bash" [Sunday, October 17, 2010 11:47:12 AM](#) via [Choqok in reply to nebsterJ](#)
277. [@nebsterJ](#) kernel options are in arch/powerpc/boot/dts/ps3.dts , add bootargs = "..."; under chosen{ } [Sunday, October 17, 2010 11:45:45](#)

[AM](#) via [Choqok in reply to nebsterJ](#)

278. [@nebsterJ](#) those patches add debug stuff that you don't need. Here's an up to date .config: <http://is.gd/g5LRk> [Sunday, October 17, 2010 11:44:20 AM](#) via [Choqok in reply to nebsterJ](#)
279. [@korn16ftl](#) no clue, haven't tested USB drives yet. I'm only running nfs right now. [Sunday, October 17, 2010 10:54:04 AM](#) via [Choqok in reply to korn16ftl](#)
280. [@nebsterJ](#) about 800MB to clone, give or take [Sunday, October 17, 2010 10:53:39 AM](#) via [Choqok in reply to nebsterJ](#)
281. [@korn16ftl](#) the internal HDD doesn't work yet. You can use USB HDDs though. [Sunday, October 17, 2010 10:41:24 AM](#) via [Choqok in reply to korn16ftl](#)
282. [@ganeshggs](#) there's a port for AVRs with software USB (arduino, etc.), but I'm not aware of a port for USB AVRs yet. [Sunday, October 17, 2010 10:41:00 AM](#) via [Choqok in reply to ganeshggs](#)
283. Aha, /proc/sys/kernel/threads-max was set to a ridiculously low value. I guess the kernel calculates that off of bootmem... [Sunday, October 17, 2010 9:43:31 AM](#) via [Choqok](#)
284. [@nebsterJ](#) that's just a clone of the original repo that I haven't had a chance to set up yet. Pull from kernel.org for now. [Sunday, October 17, 2010 9:43:01 AM](#) via [Choqok in reply to nebsterJ](#)
285. [.@nebsterJ](#) so you still need to build your own kernel, but just use ps3-linux.git or similar. [Sunday, October 17, 2010 9:23:46 AM](#) via [Choqok](#)
286. [.@nebsterJ](#) Parameters have to be compiled into the kernel (currently). This will change when AsbestOS gains proper dtb management. [Sunday, October 17, 2010 9:23:13 AM](#) via [Choqok in reply to nebsterJ](#)
287. Sigh, compiling Python on the PS3 on an nfs share... Gentoo, we could use some updated stage tarballs! [Sunday, October 17, 2010 9:07:46 AM](#) via [Choqok](#)
288. the kernel doesn't really need any patches, the only important bit is to set framebuffer memory to 2MB or so (bootmem restrictions) [Sunday, October 17, 2010 9:02:28 AM](#) via [Choqok](#)
289. [@dariusc7](#) The 8th SPE is disabled in hardware and might be defective. It is never used. [Saturday, October 16, 2010 7:58:06 PM](#) via [Choqok in reply to dariusc7](#)
290. <http://is.gd/g56dJ> :) [Saturday, October 16, 2010 7:56:34 PM](#) via [Choqok](#)
291. net works, looks like it's just netconsole that's broken [Saturday, October 16, 2010 7:47:44 PM](#) via [Choqok](#)
292. Linux seems to detect 7 SPEs too. Can't say whether the 7th actually works, but it looks promising. [Saturday, October 16, 2010 7:42:01 PM](#) via [Choqok](#)
293. Got a framebuffer console and a shell running from a USB thumbdrive and a USB keyboard. Trying to debug a weird issue with the eth driver. [Saturday, October 16, 2010 7:20:30 PM](#) via [Choqok](#)
294. [@grantimahara](#) you need another category to get a uniform solution (e.g. <http://is.gd/g3LrT>), may I suggest hackers? [Friday, October 15, 2010 3:18:19 PM](#) via [Choqok in reply to grantimahara](#)
295. [@donttrythis](#) I think I've busted that hundreds of times by now ;)

- [Wednesday, October 13, 2010 3:14:14 PM](#) via [Choqok in reply to dontrythis](#)
296. @TeToNN next release ;) [Wednesday, October 13, 2010 10:35:19 AM](#) via [Choqok in reply to TeToNN](#)
297. @madshaun1984 it matters if you care about the meaning of open source and care about legitimate use of the GPL [Tuesday, October 12, 2010 12:22:45 PM](#) via [Choqok in reply to madshaun1984](#)
298. @prototux no. AsbestOS isn't an app, it's an independently written payload and also comes with my own impl. of the USB exploit code. [Tuesday, October 12, 2010 7:37:33 AM](#) via [Twitter for iPhone in reply to prototux](#)
299. @prototux the original version (in my git repo) has never used any psgroove code whatsoever. [Tuesday, October 12, 2010 7:33:04 AM](#) via [Twitter for iPhone in reply to prototux](#)
300. @Mathieulh Registration doesn't matter. Copyright is implicitly assigned at the time of creation. Someone (cont) <http://tl.gd/6eqe23> [Tuesday, October 12, 2010 7:31:41 AM](#) via [Twitter for iPhone in reply to Mathieulh](#)
301. @prototux my version doesn't. There is a psgroove version, but that's fine. The psgroove USB code is fine. It's the payload that isn't. [Tuesday, October 12, 2010 7:17:36 AM](#) via [Choqok in reply to prototux](#)
302. @prototux I did do it. AsbestOS contains no code from psjb and is fully GPLv2. [Tuesday, October 12, 2010 7:06:47 AM](#) via [Choqok in reply to prototux](#)
303. @Mathieulh you don't get it. It doesn't matter whether they come forth, the psgroove payload isn't legitimate GPLed code *today*. [Tuesday, October 12, 2010 7:03:31 AM](#) via [Choqok in reply to Mathieulh](#)
304. @prototux that doesn't mean you can't still do it, but you shouldn't pretend it's legitimage Free Software. It isn't, don't bill it as such. [Tuesday, October 12, 2010 7:02:41 AM](#) via [Choqok in reply to prototux](#)
305. @prototux the point is you can't use a free license, because your code isn't free. The project isn't legally legit. [Tuesday, October 12, 2010 7:02:09 AM](#) via [Choqok in reply to prototux](#)
306. @prototux What I'm saying: if you want to rip off psjb, then call your project a psjb hack/rip, but don't slap the GPL on it. [Tuesday, October 12, 2010 6:58:33 AM](#) via [Choqok in reply to prototux](#)
307. @prototux Open projects cannot legitimately be based on ripped decompiled or disassembled code. You can call them something else. [Tuesday, October 12, 2010 6:57:29 AM](#) via [Choqok in reply to prototux](#)
308. @prototux I said nothing about copying the concept of their exploit. All I'm saying is you shouldn't rip off their payload code. [Tuesday, October 12, 2010 6:55:16 AM](#) via [Choqok in reply to prototux](#)
309. @prototux I prefer following licenses, because people ripping off commercial code usually also end up violating open source licenses too. [Tuesday, October 12, 2010 6:50:15 AM](#) via [Choqok](#)
310. @Mathieulh basically, "I don't know who the copyright owner is and he won't sue me anyway" isn't an excuse to violate copyright.

[Tuesday, October 12, 2010 6:49:35 AM](#) via [Choqok in reply to Mathieulh](#)

311. [@prototux](#) The USB device code is clean and reverse engineered. The payload is ripped verbatim and then modified, and thus a derivative work. [Tuesday, October 12, 2010 6:47:50 AM](#) via [Choqok in reply to prototux](#)
312. [@Mathieulh](#) All rights reserved to the author. It doesn't matter who the author is. He/she could come out at any time and offer proof. [Tuesday, October 12, 2010 6:47:20 AM](#) via [Choqok in reply to Mathieulh](#)
313. [@Mathieulh](#) no copyright notices means All Rights Reserved worldwide as per the Berne Convention. Go read up on copyright. [Tuesday, October 12, 2010 5:58:51 AM](#) via [Choqok in reply to Mathieulh](#)
314. [@KaKaRoToKS](#) you still aren't allowed to use it or mix it with GPLed code, though. [Monday, October 11, 2010 7:02:26 PM](#) via [Choqok in reply to KaKaRoToKS](#)
315. [@KaKaRoToKS](#) I don't have a problem releasing most of my code as v3, but some bits come from Linux and I cannot relicense those. [Monday, October 11, 2010 5:15:18 PM](#) via [Choqok in reply to KaKaRoToKS](#)
316. [@KaKaRoToKS](#) to combine GPLv2 and GPLv3 you need to ask all the v2 authors to relicense as v3, or vice versa. [Monday, October 11, 2010 5:14:09 PM](#) via [Choqok in reply to KaKaRoToKS](#)
317. [@MTWomg](#) chinese chip makers can do whatever the hell they want, but if you're actually developing something, you should follow licenses. [Monday, October 11, 2010 3:05:35 PM](#) via [Choqok in reply to MTWomg](#)
318. Also, licensing code derived from the PSJailbreak payload as "GPL" is pretty wrong, you can't take someone else's code and slap GPL on it. [Monday, October 11, 2010 3:04:55 PM](#) via [Choqok](#)
319. Gentle reminder: be careful with licenses. AsbestOS uses chunks of Linux and thus is GPLv2only; you can't use it as GPLv3 without asking. [Monday, October 11, 2010 3:03:20 PM](#) via [Choqok](#)
320. [gnihsub](#) ha! [@stephenfry](#) I think I've just noticed what [@pytey](#) is up to! Notice he is following [@ParanormalAlert](#) => [Monday, October 11, 2010 1:37:09 PM](#) via web Retweeted by [marcan42](#) and 2 others
321. Apparently all the PS3 warez payloads are *still* just assembly hacks of the PSJailbreak one. Sad stuff that they won't rewrite 2K of code. [Sunday, October 10, 2010 9:50:37 AM](#) via [Choqok](#)
322. 9e1c3006d4c8f51efdfc36b0412ffb5d12c68542 for the record ;) (you'll find out at 27c3) [Saturday, October 09, 2010 8:36:23 PM](#) via [Choqok](#)
323. [MuscleNerd](#) As dramatic as geohot's last-minute all-device JB is, still a shame that two bootrom holes will be burned at once. [Friday, October 08, 2010 6:00:19 PM](#) via web Retweeted by [marcan42](#) and 100+ others
324. [@shuffle2](#) next step would be looking into the view of storage (flash and HDD) as lv2 and figuring out what's wrong with the framebuffer [Thursday, October 07, 2010 5:42:57 PM](#) via [Choqok in reply to shuffle2](#)

325. @[shuffle2](#) 'make dtbImage.ps3' to build, use arch/powerpc /boot/dtbImage.ps3.bin for the TFTP. [Thursday, October 07, 2010 5:42:25 PM](#) via [Choqok in reply to shuffle2](#)
326. @[shuffle2](#) ugly diffdump <http://is.gd/fQtZG> and .config <http://is.gd/fQu04> - should apply to ps3-linux b5d46c2 (sorry for the ugliness!) [Thursday, October 07, 2010 5:41:39 PM](#) via [Choqok in reply to shuffle2](#)
327. For those wondering about AsbestOS: I've taskswitched to work on other stuff, I'll be back on it in a few days. [Thursday, October 07, 2010 4:24:32 PM](#) via [Choqok](#)
328. @[izsh1911](#) maybe a lightning talk, especially if I've bothered to release the OpenLase code by then :) [Thursday, October 07, 2010 4:15:48 PM](#) via [Choqok in reply to izsh1911](#)
329. <http://is.gd/fP6dZ> Bad Apple on the laser! Realtime edge detect and tracing using my crappy brute force algorithm, works a treat :) [Wednesday, October 06, 2010 10:51:59 PM](#) via [Choqok](#)
330. <http://is.gd/fOni3> Somebody please make Firefox suck less? Pretty please? [Wednesday, October 06, 2010 12:29:52 PM](#) via [Choqok](#)
331. @[comex](#) Flash? Smooth? If you have an i7 running 32-bit Windows, maybe :P [Monday, October 04, 2010 6:10:42 PM](#) via [Choqok in reply to comex](#)
332. Python net-based remote call interface to screw around with the PS3 and experiment from the PC: <http://gist.github.com/608245> :-)
[Saturday, October 02, 2010 9:04:56 PM](#) via [Choqok](#)
333. Yay, the basic MMU code works. Next up: add some UDP server-fu so I can easily investigate lv1 calls from the PC, while running stage2. [Friday, October 01, 2010 8:35:17 PM](#) via [Choqok](#)
334. I'm taking a break from fixing Linux startup to work on useful stage2 features, like memory management (need basic MM to do MMIO via lv1). [Friday, October 01, 2010 8:09:07 AM](#) via [Choqok](#)
335. AsbestOS port to the ATMega with software USB (Arduino Mega, etc...) <http://is.gd/fDg1C> [Thursday, September 30, 2010 6:18:52 PM](#) via [Choqok](#)
336. @[nebsterJ](#) Try <http://is.gd/fDfUE> if you want to see something (it's patched to output over ethernet dbgcli). I'll get a git tree up later. [Thursday, September 30, 2010 6:17:32 PM](#) via [Choqok in reply to nebsterJ](#)
337. [pedramamini](#) A pianist meticulously "reverse engineered" the sheet music from Super Mario Bros: <http://www.mariopiano.com> [Thursday, September 30, 2010 4:40:26 PM](#) via web Retweeted by [marcan42](#) and 58 others
338. Investigating how RSX access will work. It's definitely possible but it might end up very different from desktop Linux 3D as we know it. [Thursday, September 30, 2010 4:55:15 PM](#) via [Choqok](#)
339. <http://is.gd/fCQxW> git repo if you want to follow along. No support or docs yet, it's not done, don't ask, but feel free to peek. [Thursday, September 30, 2010 1:35:33 PM](#) via [Choqok](#)
340. @[copumpkin](#) for me, round-trip is the same as two separate one-way trips :/ [Thursday, September 30, 2010 11:48:58 AM](#) via [Choqok in reply to copumpkin](#)
341. Preliminary porting notes: <http://is.gd/fCBFd> . If you have

- developed or ported a version of the exploit, please let me know your comments [Thursday, September 30, 2010 11:00:38 AM](#) via [Choqok](#)
342. The device I'm using to test is an IGEPv2 (OMAP3, same as the Beagleboard, N900, Palm Pre, ...). [Thursday, September 30, 2010 10:59:53 AM](#) via [Choqok](#)
343. And unlike development boards, commercial PSJailbreak clones tend not to have pins available to connect external storage... [Thursday, September 30, 2010 10:52:29 AM](#) via [Choqok](#)
344. It doesn't mean I'm going to somehow deliberately screw you over, it means if your device can't handle a custom 40KB payload, then it can't. [Thursday, September 30, 2010 10:46:19 AM](#) via [Choqok](#)
345. "non-generic psjailbreak clone" means "cheap closed low storage probably unupgradable device designed with no future-proofing in mind". [Thursday, September 30, 2010 10:45:14 AM](#) via [Choqok](#)
346. @5murfette let me know if you can fit USBstor code in a 4KB payload. Alternatively, figure out how to use lv2's support. Until then... ;) [Thursday, September 30, 2010 10:41:00 AM](#) via [Choqok in reply to 5murfette](#)
347. [ilfak](#) IDA v6 is to be released... this week!... [Thursday, September 30, 2010 9:11:44 AM](#) via web Retweeted by [marcan42](#) and 58 others
348. @DhruvBhutani 16K, so nope. [Thursday, September 30, 2010 8:15:07 AM](#) via [Choqok in reply to DhruvBhutani](#)
349. Any non-microcontroller devices will work. Phones, iPods, other media players or portable consoles, etc. [Thursday, September 30, 2010 8:08:30 AM](#) via [Choqok](#)
350. Users of non-generic psjailbreak and clones are probably SOL though (that's what you get for buying essentially a dedicated piracy device). [Thursday, September 30, 2010 7:58:10 AM](#) via [Choqok](#)
351. For example, if you have an AVR devboard with a 32K micro, you could solder in a 64K or larger EEPROM/Flash memory and make it use that. [Thursday, September 30, 2010 7:57:04 AM](#) via [Choqok](#)
352. To clarify, you need at least a 64K (not 32K!) micro *or* a device that has at least 64K extra external storage (SD, Flash, EEPROM). [Thursday, September 30, 2010 7:56:04 AM](#) via [Choqok](#)
353. (no it doesn't stand for "As Best OS", that's utterly retarded) [Thursday, September 30, 2010 7:42:13 AM](#) via [Choqok](#)
354. Apparently some people don't know what asbestos is (<http://is.gd/fCisO>). I thought everyone knew that much, given all the media attention... [Thursday, September 30, 2010 7:41:58 AM](#) via [Choqok](#)
355. <http://is.gd/fCfzu> working a bit better now [Thursday, September 30, 2010 7:09:44 AM](#) via [Choqok](#)
356. Confirmed that it works (to the same extent) on the Slim too :) [Wednesday, September 29, 2010 10:02:52 PM](#) via [Choqok](#)
357. <http://is.gd/fBv7U> It's alive! Mostly, anyway. [Wednesday, September 29, 2010 9:13:38 PM](#) via [Choqok](#)
358. I bet you've never seen a Linux kernel say this: [0.000000] PS3 firmware version 3.4.1 [Wednesday, September 29, 2010 7:42:28 PM](#) via [Choqok](#)
359. Wasted like an hour debugging a bootwrapper that was working

- perfectly, except noone documents this stuff. dtbImage.ps3 != zImage.ps3 [Wednesday, September 29, 2010 6:14:08 PM](#) via [Choqok](#)
360. That wasn't too bad. Threads caught. [Wednesday, September 29, 2010 4:13:55 PM](#) via [Choqok](#)
361. Next headache: catching *both* CPU threads from lv2. [Wednesday, September 29, 2010 3:18:09 PM](#) via [Choqok](#)
362. AsbestOS (yeah, I'm calling it that) now works on the PS3 Slim (still doesn't quite boot Linux, though) [Wednesday, September 29, 2010 9:19:58 AM](#) via [Choqok](#)
363. <http://is.gd/fyQoQ> <http://is.gd/fyQph> 2010 Year of the Linux desktop [at least for anime] [Tuesday, September 28, 2010 8:24:42 PM](#) via [Choqok](#)
364. [tnare](#) Google Translate is the Future, I tell you. <http://bit.ly/c6hPuc> #fb (via @sussman) [Monday, September 27, 2010 2:50:13 PM](#) via [Tweetie for Mac](#) Retweeted by [marcan42](#) and 15 others
365. My LED map: <http://is.gd/fvG0K> What's yours? [Monday, September 27, 2010 7:04:45 AM](#) via [Choqok](#)
366. @0xcharlie dsPIC uses 24 bit instructions [Monday, September 27, 2010 6:03:44 AM](#) via [Choqok in reply to 0xcharlie](#)
367. <http://is.gd/fu9Nv> CCC sure has a peculiar definition of "a whole month" [Sunday, September 26, 2010 8:22:21 AM](#) via [Choqok](#)
368. <http://is.gd/ftWVd> awesome intro to the technical underpinnings of digital audio and video. Good job, Xiph! [Sunday, September 26, 2010 6:08:17 AM](#) via [Choqok](#)
369. I'd list the dead giveaways, but the entire post is a textbook example of a fake and it wouldn't fit in a tweet. [Saturday, September 25, 2010 10:13:26 AM](#) via [Choqok](#)
370. Do you smell that? You can smell the bullshit from a mile away. <http://is.gd/fsHXr> [Saturday, September 25, 2010 10:01:57 AM](#) via [Choqok](#)
371. I can TFTP-load a kernel now, though it doesn't exactly boot yet. More tomorrow, hopefully. [Friday, September 24, 2010 3:30:18 PM](#) via [Choqok](#)
372. @itsvmme that would significantly complicate the code, it probably wouldn't fit in stage1. USB pendrives are quirky and annoying. [Friday, September 24, 2010 3:29:41 PM](#) via [Choqok in reply to itsvmme](#)
373. @dondolo83 ATmega64x or ATmega128x only. And I won't be writing the Atmel code, I don't own any; it should be easy to port though. [Friday, September 24, 2010 10:57:13 AM](#) via [Choqok in reply to dondolo83](#)
374. "Disadvantages of TFTP: TFTP cannot download files larger than 1 Terabyte." beating FAT32 since 1980. [Friday, September 24, 2010 10:55:55 AM](#) via [Choqok](#)
375. @kakashigr There are two stages. Stage1 replaces the usual psjb payload (2kB or so) and loads stage2 via USB (30kB currently) [Friday, September 24, 2010 10:24:51 AM](#) via [Choqok in reply to kakashigr](#)
376. The Teensy will NOT work without external mem (32K Flash). The Teensy++ and the AT90USBKEY SHOULD be enough (128K

- Flash). [Friday, September 24, 2010 9:14:57 AM](#) via [Choqok](#)
377. Any other method of externally loading data is fine (e.g. SD or external Flash), as long as someone writes the code for it. [@kakashigr Friday, September 24, 2010 9:10:35 AM](#) via [Choqok in reply to kakashigr](#)
378. By the way, if anyone wants to run this Linux loader from a hardware dongle, make sure you get something with at least 64k of storage! [Friday, September 24, 2010 6:59:52 AM](#) via [Choqok](#)
379. IP stack = done (lwIP FTW). 64 bytes from ps3 (192.168.3.60): icmp_req=1 ttl=255 time=0.361 ms [Thursday, September 23, 2010 10:27:40 PM](#) via [Choqok](#)
380. I suck at names. Help me name a usb-exploit PS3 Linux bootloader? All i came up with so far is lv2ate ("levitate") and AnotherOS. [Wednesday, September 22, 2010 11:55:43 AM](#) via [Choqok](#)
381. [daeken](#) The Hardware Hacker Manifesto: <http://digs.by/94T7vU> [Tuesday, September 21, 2010 6:26:10 AM](#) via [Digsby](#) Retweeted by [marcan42](#) and 65 others
382. [@joegrاند](#) my driver was for an XY scanner (analog control up to 700mA ~20kHz); for low power CW then of course an IC is the way to go :) [Monday, September 20, 2010 5:01:23 PM](#) via [Choqok in reply to joegrاند](#)
383. [@joegrاند](#) my take on laser diodes was <http://is.gd/fke3v> , but I'm sure you can do better :) [Monday, September 20, 2010 3:51:40 PM](#) via [Choqok in reply to joegrاند](#)
384. Last tweet brought to you by LPAR, VAS, HTAB, TLB, SLB, DMA, BI, PU, RM, PME, HPTE, VSID, ESID, AVPN, RPN, WIMG, GELIC, and, of course, LV1. [Sunday, September 19, 2010 11:40:39 PM](#) via [Choqok](#)
385. <http://is.gd/fj0dK> sent from a USB lv2 payload using raw lv1 syscalls. And now I can finally go to sleep today. [Sunday, September 19, 2010 11:24:21 PM](#) via [Choqok](#)
386. Ha, Linux got owned by *exactly* the same bug that the 360 hypervisor had: comparing 32b of a system call no., then using 64b. (via tmbinc) [Sunday, September 19, 2010 12:46:03 PM](#) via [Choqok](#)
387. [@copumpkin](#) there's an irssi script for that :P [Sunday, September 19, 2010 11:43:05 AM](#) via [Choqok in reply to copumpkin](#)
388. Why can't I figure out how to make git-daemon work on Ubuntu? I thought this distro was supposed to be easy. Give me Gentoo any day kthx. [Sunday, September 19, 2010 8:53:07 AM](#) via [Choqok](#)
389. [mvidallopez](#) Debunking the 1% Myth about [#Linux](#) market share on the desktop: <http://oreil.ly/90H7NE> [#fb Saturday, September 18, 2010 3:28:41 PM](#) via web Retweeted by [marcan42](#) and 10 others
390. FINALLY! Video of LASE: A realtime laser demo, my entry into the Euskal Encounter Wild Compo. <http://is.gd/ffDNu> [Friday, September 17, 2010 3:05:53 PM](#) via [Choqok](#)
391. Adjusted, it works! Just recorded a proper video of my Euskal Encounter Wild Compo entry, uploading to YouTube... [Friday, September 17, 2010 2:28:25 PM](#) via [Choqok](#)
392. The laser lives! Now I need to tune the new galvo... [Friday, September 17, 2010 1:28:37 PM](#) via [Choqok](#)
393. [@inakietxebarria](#) en teoría se supone que si. Normalmente las GPU

- usan una FIFO de comandos, que dudo que filtren (sería demasaido lento). [Friday, September 17, 2010 11:35:29 AM](#) via [Choqok in reply to inakietxebarria](#)
394. [@inakietxebarria](#) se comenta que el RSX no tiene IOMMU y por eso no esta disponible desde linux (supuestamente puedes petar lv1 via el RSX) [Friday, September 17, 2010 11:11:34 AM](#) via [Choqok in reply to inakietxebarria](#)
395. [@inakietxebarria](#) yo no estaría tan seguro. las funciones de fb de lv1 son para el RSX limitado de Linux, pero lv2 tiene acceso más directo. [Friday, September 17, 2010 8:03:00 AM](#) via [Choqok in reply to inakietxebarria](#)
396. [@inakietxebarria](#) el HV es el mismo pero con menos limitaciones en GameOS (logicamente se puede usar el RSX, que en OtherOS no). [Friday, September 17, 2010 7:02:34 AM](#) via [Choqok in reply to inakietxebarria](#)
397. [@inakietxebarria](#) pero eso es desde Linux, desde los juegos el FB se renderiza en el RSX directamente así que tienes que sincronizar con eso. [Friday, September 17, 2010 6:32:04 AM](#) via [Choqok in reply to inakietxebarria](#)
398. [@inakietxebarria](#) no tengo ni idea, pero me imagino que tendrás que tirar de DMA o operaciones con el RSX [Friday, September 17, 2010 5:53:47 AM](#) via [Choqok in reply to inakietxebarria](#)
399. [diveintomark](#) ...gets you an import function that will work even within eval(s, { "__builtins__":None }, { }). EVAL() IS ALWAYS MORE EVIL THAN YOU THINK. [Wednesday, September 15, 2010 12:18:43 PM](#) via web Retweeted by [marcan42](#) and 3 others
400. [diveintomark](#) In Python 3.1,
`"__class__.__class__.__subclasses__"("__class__.__class__")`
`[0]._dump_registry.__globals__['__builtins__']['__import__']`
[Wednesday, September 15, 2010 12:18:04 PM](#) via web Retweeted by [marcan42](#) and 20 others
401. [tnare](#) Incredible enameled wire soldering from ChaN <http://bit.ly/9D3nNh> (via [@pytey](#)) [Wednesday, September 15, 2010 10:25:57 AM](#) via [Tweetie for Mac](#) Retweeted by [marcan42](#) and 2 others
402. [c1de0x](#) [@SGgrc](#) you are a giant douche. I'm embarrassed you exist. seriously. [Wednesday, September 15, 2010 11:53:14 AM](#) via web Retweeted by [marcan42](#) and 4 others
403. Awesome, Clementine implemented proper iPhone support (without iFuse and nasty hacks) which Just Works. Amarok still fails at it! [Wednesday, September 15, 2010 6:00:13 AM](#) via [Choqok](#)
404. Looks like HDCP fell: <http://is.gd/f9Dvw> The spec is (surprisingly) public, who wants to implement it and see? <http://is.gd/f9DAY> :-)
[Monday, September 13, 2010 10:00:12 PM](#) via [Choqok](#)
405. [@h0tstick](#) ¡Claro que me acuerdo! ;) Aquí ando, tirando y tal :)
[Monday, September 13, 2010 4:00:41 PM](#) via [Choqok in reply to h0tstick](#)
406. c0761614d6e33716af719e100ec56d826ad2846c [Monday, September 13, 2010 2:45:33 PM](#) via [Choqok](#)
407. Mwahahahahahahahaha. No reason, I just felt like doing that.
[Monday, September 13, 2010 2:27:45 PM](#) via [Choqok](#)
408. today Bing was useful for the first time ever for me. I'm not holding

- my breath that it'll happen again though :P [Sunday, September 12, 2010 12:28:53 PM](#) via [Choqok](#)
409. I've been lent a Roomba to try it around the house. I was afraid all the stuff lying around might kill it. Turns out I had that backwards. [Saturday, September 11, 2010 12:10:20 PM](#) via [Choqok](#)
410. @bato igual que mi 3G el otro día cuando estaba con la peña, que lo llevé al 0 y me pasó lo mismo. Pero no creo que pase nada ;) [Saturday, September 11, 2010 4:51:56 AM](#) via [Choqok in reply to bato](#)
411. @bato las baterías de litio nunca se quedan "a 0"; realmente cuando llega a 0 y se apaga siempre queda un porcentaje de batería. [Saturday, September 11, 2010 4:23:00 AM](#) via [Choqok in reply to bato](#)
412. @KrisSimons I don't get your point about the Pandora. Of course you can use an open console with an open SDK to write homebrew. [Saturday, September 11, 2010 4:14:23 AM](#) via [Choqok in reply to KrisSimons](#)
413. Got lv2 to output debug over USB. Turns out the only thing it outputs is "Prepare to shutdown .." when you hit the power button. Very lame. [Friday, September 10, 2010 4:01:27 PM](#) via [Choqok](#)
414. Playstation 3 Hacking - Linux Is Inevitable @ Michael Steil's blog: <http://is.gd/f4pLi> [Friday, September 10, 2010 10:53:11 AM](#) via [Choqok](#)
415. @Radrider303 finally it automatically beeped, shut down, and I now have a new lv2 dump taken at a particularly interesting time ;) [Wednesday, September 08, 2010 6:45:57 PM](#) via [Choqok in reply to Radrider303](#)
416. My PS3 is now automatically rebooting and getting pwned 80-odd times in a row while dumping lv2 in order to work around a USB issue. Ha! [Wednesday, September 08, 2010 5:41:01 PM](#) via [Choqok](#)
417. @lukegb I offered to several times, noone cared enough. I gave up. [Wednesday, September 08, 2010 9:08:32 AM](#) via [Choqok in reply to lukegb](#)
418. @cymo yo me espero a que tenga la función de cifrar las contraseñas guardadas con una maestra, que esto es 2010 ya... manda huevos. [Wednesday, September 08, 2010 7:14:26 AM](#) via [Choqok in reply to cymo](#)
419. @wmxp I can't see a simple way to port it to 3.15 with our current tools. OTOH, there's a good chance it can be used to boot Linux on 3.41. [Wednesday, September 08, 2010 4:16:29 AM](#) via [Choqok in reply to wmxp](#)
420. @Omegaid sure it did, I ran MythTV under Xbox-Linux just fine. Everything else was cute and useful, but not legal homebrew. [Wednesday, September 08, 2010 4:15:37 AM](#) via [Choqok in reply to Omegaid](#)
421. @lukegb as if we haven't ranted about it [Wednesday, September 08, 2010 4:14:36 AM](#) via [Choqok in reply to lukegb](#)
422. Reminder: using the illegal leaked Sony SDK to compile stuff doesn't qualify as "homebrew". [Tuesday, September 07, 2010 5:59:47 PM](#) via [Choqok](#)
423. No need for more testers BTW, the concept has been proven. I'll

- probably end up updating to 3.41, the exploit is going to suck to port
:/ [Friday, September 03, 2010 2:26:38 PM](#) via [Choqok](#)
424. (If you really want to use an OMAP3 device to enable
"backups"/warez, you get to locate/use the original psjb blob
yourself, don't ask me) [Friday, September 03, 2010 2:19:58 PM](#) via
[Choqok](#)
425. Instead, once I understand the exploit a bit better I'll write an open
source blob and enable USB comms as a PS3 experimentation
toolkit [Friday, September 03, 2010 2:19:02 PM](#) via [Choqok](#)
426. Anyway, I won't be releasing the psjb clone for OMAP/Pre/etc.
as-is; that's boring, unimaginative, and probably illegal. [Friday,](#)
[September 03, 2010 2:18:06 PM](#) via [Choqok](#)
427. @[RichDevX](#) I wrote a psjb clone (not a psgroove port) for the
OMAP, but it seems n900 users are having trouble getting their
driver unbound. [Friday, September 03, 2010 2:17:14 PM](#) via [Choqok](#)
428. I had someone test it on 3.41 on a Palm Pre ;) [Thursday, September](#)
[02, 2010 7:06:40 PM](#) via [Choqok](#)
429. Confirmed, the psjailbreak clone for OMAP3 works. Now let's see if
I can make it more interesting than a mere clone. [Thursday,](#)
[September 02, 2010 6:49:06 PM](#) via [Choqok](#)
430. Also, Sony fails at W^X [Thursday, September 02, 2010 5:28:54 PM](#)
via [Choqok](#)
431. Whoever wrote this PSJailbreak exploit has some seriously mad
skills. Or access to some kind of lv2 debugger. This is ridiculous.
[Thursday, September 02, 2010 5:28:42 PM](#) via [Choqok](#)
432. @[MairusuPawa](#) there isn't (yet) [Thursday, September 02, 2010](#)
[4:12:22 PM](#) via [Choqok in reply to MairusuPawa](#)
433. looks like there are some unrelated issues with the n900, I've got a
few friends who will try with beagleboards soonish [Thursday,](#)
[September 02, 2010 9:29:57 AM](#) via [Choqok](#)
434. [xorloser](#) @[Mathieulh](#) Why do you pretend you can code, hack and
reverse when all you can do is incorrectly repeat what others have
told you in private? [Wednesday, September 01, 2010 7:53:31 PM](#)
via [Twitterrific](#) Retweeted by [marcan42](#) and 15 others
435. @[Noltari](#) debería valer con la base del driver USB del oib, pero
habría que modificarlo [Thursday, September 02, 2010 4:25:48 AM](#)
via [Choqok in reply to Noltari](#)
436. If you have a 3.41 PS3 and one of the aforementioned devices with
SSH and know how to use it and want to help, ping me on EFNet
(marcan) :) [Wednesday, September 01, 2010 5:58:39 PM](#) via
[Choqok](#)
437. @[Noltari](#) hay que hacer chanchullos con la controladora usb
(simular multiples dispositivos); los drivers normales del kernel no
valdrían. [Wednesday, September 01, 2010 5:32:54 PM](#) via [Choqok](#)
[in reply to Noltari](#)
438. @[Noltari](#) pues la verdad es que tendria gracia, pero como minimo
me da que tendria que ser con openiboot (iphone 2g/3g solo y fuera
del iOS) [Wednesday, September 01, 2010 5:23:04 PM](#) via [Choqok in](#)
[reply to Noltari](#)
439. I've got most of the PSjb exploit working on the OMAP3
(N900/IGEP/Beagleboard/Pandora/etc) but I'd have to lose OtherOS

- to test it :/ [Wednesday, September 01, 2010 4:40:40 PM](#) via [Choqok](#)
440. bleh, this stupid DAC chip is getting uncomfortably hot. I'll just wait until a new one arrives :/ [Monday, August 30, 2010 3:32:22 PM](#) via [choqoK](#)
441. (also, good thing I got this thing for cheap on DX) [Monday, August 30, 2010 3:21:58 PM](#) via [choqoK](#)
442. Great. The Y channel on my DAC/soundcard chip is _also_ blown. Who wants to bet it's related. Good thing I have two unused channels... [Monday, August 30, 2010 3:21:47 PM](#) via [choqoK](#)
443. Preliminary check on the galvo board says it's working correctly, let's turn on the laser and draw some stuff *crosses fingers* [Monday, August 30, 2010 2:58:24 PM](#) via [choqoK](#)
444. Replacement galvo arrived! Now I need to ensure the driver isn't bad and won't blow this one too... [Monday, August 30, 2010 11:23:22 AM](#) via [choqoK](#)
445. @[bato](#) tan pronto me piro y quedais? Que mala leche :P [Friday, August 27, 2010 9:43:08 AM](#) via [choqoK in reply to bato](#)
446. @[Lovelyvomit](#) Netgear (like others) makes stuff that's very different internally. THIS particular router is just awesome, others may not be. [Thursday, August 26, 2010 8:38:57 AM](#) via [choqoK in reply to Lovelyvomit](#)
447. @[badcrc](#) ya somos dos, yo tambien he sido incapaz de dormir de 9 a 11 por obras [Thursday, August 26, 2010 5:33:08 AM](#) via [choqoK in reply to badcrc](#)
448. @[lukegb](#) actual backdoor, it defaulted to access enabled via the cable management network (10.x.x.x). I turned that off and changed the pw ;) [Wednesday, August 25, 2010 3:10:00 PM](#) via [choqoK in reply to lukegb](#)
449. Note: I'm talking about the crappy cable router, not the awesome OpenWRT'd WNDR3700 that I use as my actual router. Both are Netgear. [Wednesday, August 25, 2010 2:57:17 PM](#) via [choqoK](#)
450. Was able to find the NAT setting buried in one of those accounts and turn this into a dumb modem that I can use with my awesome router :) [Wednesday, August 25, 2010 2:56:17 PM](#) via [choqoK](#)
451. Netgear were nice enough to leave 4/5 secret backdoor accounts with their passwords in cleartext in the router's settings backup file. [Wednesday, August 25, 2010 2:55:23 PM](#) via [choqoK](#)
452. Bye bye 3mbps DSL, hello 12mbps cable! [Wednesday, August 25, 2010 12:57:07 PM](#) via [choqoK](#)
453. Uh, guys? I'm Spanish. That's why I said it gives _us_ a bad name. [Tuesday, August 24, 2010 4:43:47 AM](#) via [choqoK](#)
454. @[Mathieulh](#) in any case, looks like he needs to learn what a "backup" is. [Tuesday, August 24, 2010 4:42:18 AM](#) via [choqoK in reply to Mathieulh](#)
455. @[Mathieulh](#) Wow, those leaked PMs sure are hilarious. Do you need a translation of all the spanish? :P [Monday, August 23, 2010 7:40:37 PM](#) via [choqoK in reply to Mathieulh](#)
456. Why do the worst attention-seeking scene morons have to be spanish? First wanky, now DemonHades. Gives us a bad name. [Monday, August 23, 2010 7:21:25 PM](#) via [choqoK](#)
457. @[TimPrittstift](#) no, people just fail at tracing PCBs [Monday, August](#)

- 23, 2010 11:11:33 AM via [choqoK in reply to TimPrittstift](#)
458. Just found the *actual* chinese manufacturer of my laser galvos. LSP doesn't reply, let's see if these guys will sell me a replacement. [Monday, August 23, 2010 10:39:30 AM](#) via [choqoK](#)
459. People seriously suck at identifying the psjailbreak chip. Come on guys, it's not THAT hard. [Monday, August 23, 2010 5:37:00 AM](#) via [choqoK](#)
460. Ha, <http://is.gd/exFcR> looks exactly like all those Wii warezpack scammer sites. [Sunday, August 22, 2010 6:32:43 PM](#) via [choqoK](#)
461. Just watched Inception w/ a friend. On the way back, I struggled to recall a series and did, then he randomly mentioned that series. Scary. [Sunday, August 22, 2010 2:17:15 PM](#) via [choqoK](#)
462. "...and when I tried to download the twilight hack, winzip said I had to pay in order to get it". I get awesome emails. [Friday, August 20, 2010 8:17:44 PM](#) via [choqoK](#)
463. It's rather sad watching all the clueless folks who think the PS Jailbreak is a pendrive. WinHex! dd conv=noerror! magic pixie dust! fail. [Friday, August 20, 2010 4:52:15 PM](#) via [choqoK](#)
464. Ignorance knows no bounds <http://is.gd/epbVj> (especially if you're an audiophile). And people need to learn about the placebo effect. [Thursday, August 19, 2010 1:52:02 PM](#) via [choqoK](#)
465. @mattbraga No extra info on my end, but I can vouch for the trustworthiness of OzModchips, so it's probably legit. [Thursday, August 19, 2010 6:27:42 AM](#) via [choqoK in reply to mattbraga](#)
466. [davewiner](#) <http://t.co/vg2QDtq> [Saturday, August 14, 2010 4:47:14 PM](#) via [Tweet Button](#) Retweeted by [marcan42](#) and 100+ others
467. [saurik](#) So, "fix the PDF exploit" became my project. I've tested on 2.2-4.0.1 on a bunch of devices, but need feedback. <http://tinyurl.com/nopdf3244> [Thursday, August 12, 2010 1:21:01 AM](#) via web Retweeted by [marcan42](#) and 71 others
468. [brmperc](#) @planetbeing Honestly it's not getting fixed on the 3G either since iOS4 runs like shit on it. [Wednesday, August 11, 2010 2:05:37 PM](#) via [Twitter for iPhone in reply to planetbeing](#) Retweeted by [marcan42](#) and 13 others
469. My digital piano just randomly crashed while playing it. Stuck on a chord. So the hardware accelerates sample loops but not ADSR. [Wednesday, August 11, 2010 3:07:32 PM](#) via [choqoK](#)
470. [saurik](#) Wow; I just lost all respect for F-Secure and @mikkohypponen for completely misrepresenting 4.0.2, jailbreakme.com, and "jailbreak vendors". [Wednesday, August 11, 2010 2:25:01 PM](#) via web Retweeted by [marcan42](#) and 87 others
471. @electroCHAIN An iPhone in USB Charger Spec compliant mode will pull 500mA. More if you include the proper sentinel resistors. [Tuesday, August 10, 2010 4:34:59 PM](#) via [choqoK in reply to electroCHAIN](#)
472. @tnare yeah, I wasn't expecting a switcher or anything, but I was hoping for a TO220 7805 on a crappy PCB with two caps at least. [Tuesday, August 10, 2010 2:22:40 PM](#) via [choqoK in reply to tnare](#)
473. It's a 78L05, 100mA max. Of course, the fuse is 3A and this came with a USB hub that could potentially need 2A... [Tuesday, August 10, 2010 1:22:36 PM](#) via [choqoK](#)

474. <http://is.gd/ebMgh> <- inside a chinese 5V car adapter. I guess I should be grateful it at least has a fuse? [Tuesday, August 10, 2010 11:05:04 AM](#) via [choqoK](#)
475. @semiconduktor do they have to be "smart"? I have some payphone cards but I believe they're mostly serial OTP memories (not ISO7816-3/4) [Monday, August 09, 2010 1:58:14 PM](#) via [choqoK in reply to semiconduktor](#)
476. @bato Bastante tienen con currarse los parches para jailbreak para cada version :P. Personalmente sigo pensando que no merece la pena. [Monday, August 09, 2010 11:00:16 AM](#) via [choqoK in reply to bato](#)
477. @bato poder se puede, pero nadie lo ha hecho [Monday, August 09, 2010 8:48:41 AM](#) via [choqoK in reply to bato](#)
478. @bato hace mucho tiempo que los sysctl de cpufrequency son read-only, por eso digo que hay que parchear el kernel para desbloquearlos. [Saturday, August 07, 2010 8:15:27 AM](#) via [choqoK in reply to bato](#)
479. @bato si te fijas, ese archivo es "legacy" de Mac OS X, no se aplica al iPhone sino a Macs. El powermanagement del iPhone es distinto. [Saturday, August 07, 2010 7:40:46 AM](#) via [choqoK in reply to bato](#)
480. @bato para cambiar la velocidad de verdad tienes que parchear el kernel [Saturday, August 07, 2010 7:34:59 AM](#) via [choqoK in reply to bato](#)
481. @bato eso es un fakazo como un castillo. Si abres el archivo con un editor de plist veras que nada tiene que ver con la velocidad. [Saturday, August 07, 2010 7:34:45 AM](#) via [choqoK in reply to bato](#)
482. @eosuno no puedes (aún). [Friday, August 06, 2010 5:41:00 PM](#) via [choqoK in reply to eosuno](#)
483. @bato Ni lo intentes. Es técnicamente posible pero practicamente toda la info que hay es fake y no merece la pena. [Friday, August 06, 2010 12:26:53 PM](#) via [choqoK in reply to bato](#)
484. @bato no estás un poquito obsesionado? ;) (yo sobrevivo con mi 3G :P) [Friday, August 06, 2010 11:59:34 AM](#) via [choqoK in reply to bato](#)
485. @adafruit AFAICT the standard short makes them charge at 500mA; I guess the resistors are used for the higher power tiers on newer devices. [Tuesday, August 03, 2010 6:56:13 PM](#) via [choqoK in reply to adafruit](#)
486. @planetbeing but it will in the future, right? ;) [Tuesday, August 03, 2010 6:53:28 PM](#) via [choqoK in reply to planetbeing](#)
487. @comex it's definitely a rather nasty browser remote root hole though (albeit one in use only for good so far :) [Tuesday, August 03, 2010 3:56:04 PM](#) via [choqoK in reply to comex](#)
488. @pspmte Maybe? Who knows. I've never seen that. [Tuesday, August 03, 2010 12:35:52 PM](#) via [choqoK in reply to pspmtte](#)
489. Am I the only one who has checked whether iDevices follow the USB charging spec? <http://is.gd/e0Omu> (they do, unlike most other devices). [Tuesday, August 03, 2010 12:18:32 PM](#) via [choqoK](#)
490. @iphone_dev damn you and your humongous iPhone 4 screenshots. All I have is a crappy 3G :([Tuesday, August 03, 2010 5:24:37 AM](#) via [choqoK in reply to iphone_dev](#)

491. <http://pastie.org/1070405> = hilarious obfuscation in a US Robotics modem firmware updater. Reveng fun for the whole family! [Sunday, August 01, 2010 8:24:59 PM](#) via [choqoK](#)
492. My nVidia driver just failed in a way hilariously similar to all those overheated Wii Hollywood chipsets. Except a reboot fixed this one. [Sunday, August 01, 2010 11:09:18 AM](#) via [choqoK](#)
493. @jephjacques please, don't torture us with jpeg artifacts! how about truecolor png? :) [Thursday, July 29, 2010 4:01:03 PM](#) via [choqoK in reply to jephjacques](#)
494. Every passing day I just hate Flash more and more. It just managed to randomly screw up my sound device while I was using an unrelated app. [Tuesday, July 27, 2010 2:03:36 PM](#) via [choqoK](#)
495. @badcrc suerte que tienes, aquí nadie me da mas que 3000/300kbps :([Tuesday, July 27, 2010 4:14:12 AM](#) via [choqoK in reply to badcrc](#)
496. Video of my realtime laser Wild demo @euskalencounter: <http://is.gd/dFwEn> . Decent video coming as soon as I fix my newly burnt galvo :([Saturday, July 24, 2010 8:47:27 PM](#) via [choqoK](#)
497. At Euskal Encounter, woohoo! Four days of insanity starts now. [Wednesday, July 21, 2010 8:27:52 AM](#) via [choqoK](#)
498. @bato Si no fuera por el cristo de la demo en el que me he metido este año me tendríais allí ayudando :). ¡Que ganas de verlo! [Tuesday, July 20, 2010 7:32:34 AM](#) via [choqoK in reply to bato](#)
499. (That's what segher and costis and I came up with after staring at iFixit's photos and discussing antenna design :P) [Monday, July 19, 2010 6:10:18 PM](#) via [choqoK](#)
500. Random IRC math: iPhone4 WiFi antenna is ~12cm ≈ 1λ likely grounded @ tip, next to GSM antenna feedpoint = problem spot grounds GSM antenna. [Monday, July 19, 2010 6:09:31 PM](#) via [choqoK](#)
501. @MuscleNerd killed the wikee much? :P [Monday, July 19, 2010 4:29:53 PM](#) via [choqoK in reply to MuscleNerd](#)
502. @knewknow I'm using Kamikaze (r21277) and 5GHz works just fine ;) [Monday, July 19, 2010 1:44:38 PM](#) via [choqoK in reply to knewknow](#)
503. @Kc5ods As opposed to Broadcom, who make no attempt to support *nix other than sometimes releasing blob drivers tied to a kernel version. [Monday, July 19, 2010 11:22:58 AM](#) via [choqoK in reply to Kc5ods](#)
504. @Kc5ods What are you talking about? The ath9k driver written by Atheros is open source, BSDed, in Linux, and works great w/ no firmware. [Monday, July 19, 2010 11:21:43 AM](#) via [choqoK in reply to Kc5ods](#)
505. @meCka €100 plus S/H [Monday, July 19, 2010 6:12:00 AM](#) via [choqoK in reply to meCka](#)
506. @professor_x I never gave the original firmware a chance so I don't know :P [Sunday, July 18, 2010 7:59:33 PM](#) via [choqoK in reply to professor_x](#)
507. @professor_x The USB port is for storage only with the factory firmware. With OpenWRT you can use it for whatever. [Sunday, July 18, 2010 6:40:55 PM](#) via [choqoK in reply to professor_x](#)
508. @iPhoneHT1234 it's quite good, better than my old router.

- @[professor_x](#) customizability e.g. use it as a printserver or IPv6 gateway [Sunday, July 18, 2010 6:28:37 PM](#) via [choqoK in reply to professor_x](#)
509. @[jonkempson](#)/[kop48](#) yes, no issues @[vaisteres](#) yes! (actual performance 500-200mbps depending on modules, I'm told) [Sunday, July 18, 2010 6:24:02 PM](#) via [choqoK in reply to jonkempson](#)
510. @[Mbradley672](#) I don't know about DD-WRT, but OpenWRT works a treat here. [Sunday, July 18, 2010 5:00:45 PM](#) via [choqoK in reply to Mbradley672](#)
511. @[andyman1080](#) you can just flash an OpenWRT build through the web if. My SVN build worked first try. You can also recover via TFTP on boot. [Sunday, July 18, 2010 4:59:25 PM](#) via [choqoK in reply to andyman1080](#)
512. @[professor_x](#) I'm using OpenWRT. The original firmware isn't bad (and it's based on OpenWRT) but there isn't much reason to keep it. [Sunday, July 18, 2010 4:52:36 PM](#) via [choqoK in reply to professor_x](#)
513. Did I mention how much I love my new router? Netgear WNDR3700, Atheros based, perfect OpenWRT support with no binblobs. Broadcom can DIAF. [Sunday, July 18, 2010 4:30:38 PM](#) via [choqoK](#)
514. @[semiconduktor](#) show us the mux and bit swaps that are used to scramble the boot ROM! :) (already RE'd via soft analysis, but neat to see) [Wednesday, July 14, 2010 10:39:41 PM](#) via [choqoK in reply to semiconduktor](#)
515. @[iphone_dev](#) @[planetbeing](#) now all you have to do is sell it on eBay for \$\$\$\$;-P [Tuesday, July 13, 2010 9:28:11 AM](#) via [choqoK in reply to iphone_dev](#)
516. RT @[scanlime](#);@[fragglelastic](#): SCO finally reveals details of some of the code it alleges was copied into Linux: <http://3.ly/vadX> (not a joke) [Monday, July 12, 2010 9:10:27 AM](#) via [choqoK](#)
517. <http://is.gd/dngBI> "sex on a stick" indeed! An great continuity test mode is extremely important for reverse engineering complex boards :) [Saturday, July 10, 2010 3:33:39 PM](#) via [choqoK](#)
518. \$100 meter shootout by @[eevblog](#) is up! <http://is.gd/dnev7> Watched both parts. I agree with Dave and just ordered the BK Precision :) [Saturday, July 10, 2010 3:29:55 PM](#) via [choqoK](#)
519. Just received a package from Seeed containing some evil PCBs... :-)) [Friday, July 09, 2010 10:22:19 AM](#) via [choqoK](#)
520. @[Xuzz149](#) anything with WEP might as well be unsecured. @[nrr](#) they can use that to do something nasty and have it traced to you though. [Monday, July 05, 2010 12:27:40 PM](#) via [choqoK in reply to nrr](#)
521. <http://is.gd/dgpAm> - the sad state of WiFi security in my neighborhood. Will people ever learn? It seems there's hope, one of them did. [Monday, July 05, 2010 11:58:07 AM](#) via [choqoK](#)
522. @[chris12892](#) It's neat, but it's obvious and more trouble than it's worth. Lots of safety issues and it'll also confuse people (old habits). [Sunday, July 04, 2010 8:24:01 PM](#) via [choqoK in reply to chris12892](#)
523. Stupidest Microsoft "innovation" ever: <http://is.gd/dfh6D> (by

- @eevblog) [Sunday, July 04, 2010 11:48:52 AM](#) via [choqoK](#)
524. @ag4ve except here we actually compile everything :P [Sunday, July 04, 2010 9:06:26 AM](#) via [choqoK in reply to ag4ve](#)
525. At least this box is fast, 44 already :) [Sunday, July 04, 2010 4:23:25 AM](#) via [choqoK](#)
526. When you don't upgrade Gentoo for 2 years: 524 upgrades, 1 downgrade, 141 new, 18 in new slots, 12 reinstalls, 9 uninstalls, 54 blocks. Doh. [Sunday, July 04, 2010 4:08:06 AM](#) via [choqoK](#)
527. @travisgoodspeed I've had good luck with this little cheap screwdriver: <http://is.gd/deTR6> . Bits sometimes won't fit some small holes. [Sunday, July 04, 2010 3:17:02 AM](#) via [choqoK in reply to travisgoodspeed](#)
528. Free upgrade from iPhone 2G/3G to iPhone 4! Just install <http://is.gd/dcZw4> and then <http://is.gd/dcZo9> [Friday, July 02, 2010 11:57:11 AM](#) via [choqoK](#)
529. @txipi seguro que del DRM no nos libramos :([Friday, July 02, 2010 8:43:28 AM](#) via [choqoK in reply to txipi](#)
530. @matthewbloch any chance of upping the transfer quotas? :) [Thursday, July 01, 2010 5:20:11 PM](#) via [choqoK in reply to matthewbloch](#)
531. @wizdaz satisfied? :P [Tuesday, June 29, 2010 1:08:50 PM](#) via [choqoK in reply to wizdaz](#)
532. @cymo and that is why portals can only be placed on certain fixed surfaces :P [Tuesday, June 29, 2010 7:07:54 AM](#) via [choqoK in reply to cymo](#)
533. Desperate measures at Team Twiizers HQ: <http://is.gd/d88J4> [Monday, June 28, 2010 2:34:17 PM](#) via [choqoK](#)
534. @sturmen Something like that. Readability was released on March 2009, so it got there first by a long shot. [Sunday, June 27, 2010 10:49:45 AM](#) via [choqoK in reply to sturmen](#)
535. Just discovered Readability (<http://is.gd/d6t7Y>). Now THAT is magical. [Sunday, June 27, 2010 9:25:07 AM](#) via [choqoK](#)
536. RT @comex: Why haven't 3.2 and 4.0 been made available as they are legally required to do? <http://www.opensource.apple.com/> [Saturday, June 26, 2010 5:38:20 PM](#) via [choqoK](#)
537. Hilarious, the 3DS GPU is more advanced than the Wii GPU. [Thursday, June 24, 2010 8:44:46 AM](#) via [choqoK](#)
538. Just placed an order for a rather evil PCB at Seed Studio. Hope it arrives in time for the party :) [Wednesday, June 23, 2010 11:23:15 PM](#) via [choqoK](#)
539. @mattbraga no FAIL yet, that was the first suggestion. There are some better candidates floating around though, and one really evil idea :) [Monday, June 21, 2010 8:03:08 PM](#) via [choqoK in reply to mattbraga](#)
540. <boot> esp. I guess since bannerbomb has... *sunglasses* been defused [Monday, June 21, 2010 7:54:29 PM](#) via [choqoK](#)
541. As expected, Nintendo keeps up the failgame of blacklisting our title IDs. Coming up with a new witty 4-letter ID now :P [Monday, June 21, 2010 7:52:31 PM](#) via [choqoK](#)
542. We don't know anything practical about the update yet. Stop asking. Follow @Wiimpersonator if you want realtime info and raw logs.

- [Monday, June 21, 2010 7:03:02 PM](#) via [choqoK](#)
543. [@jdiezlopez](#) por supuesto ;) [Monday, June 21, 2010 7:02:00 PM](#) via [choqoK in reply to jdiezlopez](#)
544. To clarify: Nintendo just pushed a Wii update to the public. [Monday, June 21, 2010 6:10:32 PM](#) via [choqoK](#)
545. Follow [@Wiimpersonator](#) if you want to be notified of Wii updates. [Monday, June 21, 2010 6:04:47 PM](#) via [choqoK](#)
546. Oh look, after NINE MONTHS nintendo finally decided to patch some exploits. I wonder if they actually patched all public exploits this time. [Monday, June 21, 2010 6:04:27 PM](#) via [choqoK](#)
547. [@emhs](#) I've been using cmake for new projects for a while. So far it's pretty straightforward and very fast. [Monday, June 21, 2010 4:08:34 PM](#) via [choqoK in reply to emhs](#)
548. I cringe every time ./configure takes longer than make. Can we *please* ditch autotools already? [Monday, June 21, 2010 10:04:15 AM](#) via [choqoK](#)
549. Now the ICFP server says our score is 0. This just keeps getting better and better. [#icfpfail Sunday, June 20, 2010 3:09:12 PM](#) via [choqoK](#)
550. <segher> pointing out that [a] functional programming contest uses a non-functioning server would be worse :-P [#icfpfail Sunday, June 20, 2010 11:35:34 AM](#) via [choqoK](#)
551. Ternary encodings are evil. [Friday, June 18, 2010 5:27:35 PM](#) via [choqoK](#)
552. Wonky HDD finally showing some major issues. RMA time. The good: I run RAID1 on my laptop. The bad: array's been degraded for a month. Fail. [Monday, June 14, 2010 4:57:41 PM](#) via [choqoK](#)
553. I... just... wow. Someone fails hard at life. [http://is.gd/cNk48 Saturday, June 12, 2010 9:28:31 PM](#) via [choqoK](#)
554. At FNAC. Tried to play the piano on two iPads at the same time. Failed epically. [Saturday, June 12, 2010 9:22:24 AM](#) via [Twitter for iPhone](#)
555. Chrome/chromium doesn't support encrypting saved passwords with a master password? Seriously, plaintext passwords in 2010? [Saturday, June 12, 2010 2:22:21 AM](#) via [choqoK](#)
556. Guys, stop asking me iPhone jailbreaking/unlock questions. Just because I work with the Dev Team guys doesn't mean I know all the answers. [Thursday, June 10, 2010 6:09:09 PM](#) via [choqoK](#)
557. [@esmandau](#) de españa; lo pone en mi perfil. [Thursday, June 10, 2010 5:58:05 PM](#) via [choqoK in reply to esmandau](#)
558. How sad is it that I'm getting basically the same up/down speed on 3G than on my DSL. Did I mention that I hate this ISP? [Thursday, June 10, 2010 5:35:33 PM](#) via [choqoK](#)
559. Managed to jury-rig tethering by fetching required packages via iPhone SSH. Intertubes still dead. Sigh. [Thursday, June 10, 2010 5:10:02 PM](#) via [choqoK](#)
560. Awesome, my intertubes died. Maybe I should set up this iPhone tethering thing. I hate Spanish ISPs. [Thursday, June 10, 2010 4:14:51 PM](#) via [Twitter for iPhone](#)
561. Mental note: resetting the SATA controller your system runs on is *not* recoverable. [Thursday, June 10, 2010 3:35:22 PM](#) via [choqoK](#)

562. @pytey What, nobody is making Nintendo IOS4 jokes? Aww, it took us forever to get ahold of that one. It's the earliest public Wii IOS build. [Thursday, June 10, 2010 11:37:47 AM](#) via [choqoK](#)
563. @cymo I haven't installed Win7 on the VM yet :P [Thursday, June 10, 2010 8:21:42 AM](#) via [choqoK in reply to cymo](#)
564. What on Earth is my kernel smoking today? /proc/loadavg: 256.57 256.66 256.80 2/986 13600 [Thursday, June 10, 2010 7:44:52 AM](#) via [choqoK](#)
565. RT @planetbeing: RT @mxweas: Just showed Scott Forstall an iPhone 3G running android. "I hate it" was his response haha. [Monday, June 07, 2010 1:04:12 PM](#) via [choqoK](#)
566. @txipi @cymo linkean contra libassuan (LGPL) estáticamente. Ver punto 6 de la LGPL; no hay ni código ni objeto linkable ni atribución ni na. [Wednesday, June 02, 2010 4:18:24 AM](#) via [choqoK in reply to txipi](#)
567. @txipi Me pregunto cuando el gobierno dejará de violar la licencia LGPL con su paquetito del DNLe... [Tuesday, June 01, 2010 1:17:47 PM](#) via [choqoK in reply to txipi](#)
568. @comex Yeah, but ORACLE in big red letters looks awful (and they didn't develop it and probably won't do much for it in the future anyway). [Tuesday, June 01, 2010 11:34:02 AM](#) via [choqoK in reply to comex](#)
569. Dammit, VirtualBox is suddenly a lot less cool now that it has ORACLE plastered all over it. Bastards. [Tuesday, June 01, 2010 9:53:07 AM](#) via [choqoK](#)
570. @Mathieulh I have a hard time believing they'd use only HMAC to sign PUPs. Unless they're totally retarded. Which could be, for all I know. [Sunday, May 30, 2010 10:06:49 AM](#) via [choqoK in reply to Mathieulh](#)
571. @DarkMalloc In other words, I believe @geohot is full of it as far as his claims to being able to make a PS3UPDATE.PUP for the masses [Sunday, May 30, 2010 9:50:11 AM](#) via [choqoK in reply to DarkMalloc](#)
572. @DarkMalloc @geohot hacked the Flash files via the hypervisor hack. That's useless unless you're on 3.15 AND have soldered up the hardware. [Sunday, May 30, 2010 9:49:15 AM](#) via [choqoK in reply to DarkMalloc](#)
573. @comex hack it instead. it's clear by now that geohot's stuff was pure BS, so someone else better jump in ;) [Sunday, May 30, 2010 9:42:07 AM](#) via [choqoK in reply to comex](#)
574. @reventi That depends heavily on your requirements [Friday, May 28, 2010 4:23:55 AM](#) via [choqoK in reply to snazzier](#)
575. @comex looks like there actually is a race condition that lets you pair on boot even with a passcode set (before SpingBoard loads) [Friday, May 28, 2010 12:02:40 AM](#) via [choqoK in reply to comex](#)
576. @comex upon further inspection, it looks like it won't allow pairing while locked, but once paired it doesn't care. [Thursday, May 27, 2010 11:58:10 PM](#) via [choqoK in reply to comex](#)
577. @reventi It's a long story, too long for a tweet ;) [Thursday, May 27, 2010 10:50:04 PM](#) via [choqoK in reply to snazzier](#)
578. @comex I'm pretty sure their "pairing" is more of a joke than

- anything else :P [Thursday, May 27, 2010 10:37:12 PM](#) via [choqoK](#) [in reply to comex](#)
579. [@reventi](#) Gentoo [Thursday, May 27, 2010 12:49:14 PM](#) via [choqoK](#) [in reply to snazzier](#)
580. iPhone security = FAIL <http://is.gd/crWuS> [Thursday, May 27, 2010 12:37:48 PM](#) via [choqoK](#)
581. [@cymo](#) believe you me, no es para tanto :P [Tuesday, May 25, 2010 5:55:09 AM](#) via [choqoK](#) [in reply to cymo](#)
582. [@eevblog](#) Can't wait! Don't forget the \$100 meter one, I'm looking for a meter somewhere in that price range :) [Monday, May 24, 2010 3:35:35 PM](#) via [choqoK](#) [in reply to eevelop](#)
583. [@txipi](#) me ha recordado al pac-man-on-an-FPGA (<http://is.gd/cki87>). Lo llevaré a la euskal si no se me olvida :) [Saturday, May 22, 2010 3:22:46 AM](#) via [choqoK](#) [in reply to txipi](#)
584. [@pspmte](#) yeah, I'm the guy ;) [Friday, May 21, 2010 8:54:03 PM](#) via [choqoK](#) [in reply to pspmt](#)
585. [@vierito5](#) I doubt Flash will disappear. I certainly hope it dies for video, though. The sane Flash market is games and animations. [Thursday, May 20, 2010 6:24:54 PM](#) via [choqoK](#) [in reply to vierito5](#)
586. Maybe third time's the charm? swfdec died, gnash sucks, lightspark looks like a promising Linux Flash player. <http://is.gd/cidDB> [Thursday, May 20, 2010 6:11:15 PM](#) via [choqoK](#)
587. [@pspmte](#) I just have a cheap hot-air. I rarely do BGA. This is good enough to reflow BGAs and solder new ones, but I wouldn't reball with it. [Thursday, May 20, 2010 6:25:07 AM](#) via [choqoK](#) [in reply to pspmt](#)
588. [@comex](#) I'm more concerned about the patent situation. Sure, they'll have to improve the encoder and make it do psy, but meh. [Wednesday, May 19, 2010 10:39:22 AM](#) via [choqoK](#) [in reply to comex](#)
589. As expected, Jason (x264 main dev) has an analysis of VP8. Reading now. <http://is.gd/cgjuR> [Wednesday, May 19, 2010 9:48:35 AM](#) via [choqoK](#)
590. Now we just need to figure out how VP8 compares with H.264 and Theora [Wednesday, May 19, 2010 9:35:46 AM](#) via [choqoK](#)
591. VP8 is here, Vorbis does audio, the container is based on Matroska, and it's called WebM. Awesome. <http://www.webmproject.org/> [Wednesday, May 19, 2010 9:35:15 AM](#) via [choqoK](#)
592. <http://is.gd/cghWU> How to crash an in-flight entertainment system (via [@Hey_neken](#)) [Wednesday, May 19, 2010 9:25:11 AM](#) via [choqoK](#)
593. [@pspmte](#) no, just reflow. I don't have the equipment to reball BGA. I don't think my chance of success on a large one would be any good. [Wednesday, May 19, 2010 6:17:48 AM](#) via [choqoK](#) [in reply to pspmt](#)
594. [@ashens](#) looks like an actual Android device: <http://is.gd/ceRpk> [Tuesday, May 18, 2010 10:13:50 AM](#) via [choqoK](#) [in reply to ashens](#)
595. [@Sonicdude41](#) a _VERY_ _BAD_ attempt at reflowing/repairing it? I guess it's an extremely poorly refurbished unit. [Saturday, May 15, 2010 8:21:08 PM](#) via [choqoK](#) [in reply to Sonicdude41](#)
596. [@professor__x](#) because the laptop is long out of warranty and he

- already paid through the nose for the "fixed" GPU that you saw in the pic. [Saturday, May 15, 2010 7:57:15 PM](#) via [choqoK in reply to professor_x](#)
597. Well well, after cleaning all the gunk off and reflowing the GPU and RAM chips, looks like I fixed the damn thing :) [Saturday, May 15, 2010 7:07:27 PM](#) via [choqoK](#)
598. @[professor_x](#) I don't think it passed QA :P [Saturday, May 15, 2010 7:06:36 PM](#) via [choqoK in reply to professor_x](#)
599. Uncle's Dell laptop. VGA died three times, twice replaced. This is what I found inside the third time around: <http://is.gd/caGOi> WTF [Saturday, May 15, 2010 4:25:47 PM](#) via [choqoK](#)
600. RT @[gnihsb](#): lulz: <http://bit.ly/d6PtAb> [Saturday, May 15, 2010 4:35:51 AM](#) via [choqoK](#)
601. SSL SNAFU fixed it seems. [Friday, May 14, 2010 4:50:36 PM](#) via [choqoK](#)
602. Looks like Twitter fucked up their SSL cert chain. They aren't including the intermediate Verisign CA. <http://pastie.org/961102> [Friday, May 14, 2010 4:00:37 PM](#) via web
603. @[txipi](#) pues ese traductor ha sacado practicamente las mismas frases que se usan en ese Yahoo Answer xD [Friday, May 14, 2010 8:13:33 AM](#) via [choqoK in reply to txipi](#)
604. @[txipi](#) por ejemplo, "questo vuol impedire il monaco Jorge" y "è la stanza che contiene un libro pericoloso" salen literalmente [Friday, May 14, 2010 7:55:02 AM](#) via [choqoK](#)
605. @[txipi](#) googleando partes de tu frase sale <http://is.gd/c8R3H> con sospechosas coincidencias (es la página que por fin nos dio la idea) [Friday, May 14, 2010 7:53:15 AM](#) via [choqoK in reply to txipi](#)
606. @[Hey_neken](#) @[txipi](#) Creo que ese condicional de "si lo has leído" es el que nos mató a todos (y que es eso de sacar ideas de Yahoo? xD) [Friday, May 14, 2010 7:35:35 AM](#) via [choqoK in reply to Hey_neken](#)
607. @[txipi](#) por favor explicame como se te ocurrió el level5 ("brunello"), porque repasandolo sigo sin crearme la jartada que te marcaste xD [Friday, May 14, 2010 12:38:08 AM](#) via [choqoK](#)
608. And here I was wondering why wine's audio sucked. Turns out wine-DirectSound uses... nearest neighbor audio resampling. [Wednesday, May 12, 2010 11:35:40 PM](#) via [choqoK](#)
609. @[txipi](#) @[Hey_neken](#) a un amigo se le ha ocurrido una idea sencilla para un level facilito (lv2 o 3), interesa o hay niveles suficientes ya? [Wednesday, May 12, 2010 8:24:23 PM](#) via [choqoK](#)
610. @[Hey_neken](#) @[txipi](#) a ver que os parece el ultimo level :P [Tuesday, May 11, 2010 10:13:26 AM](#) via [choqoK in reply to Hey_neken](#)
611. Can anyone tell me the USB PID of the iPad 3G? Is it 0x129a or 0x129b? [Tuesday, May 11, 2010 8:18:30 AM](#) via [choqoK](#)
612. @[Hey_neken](#) LOLPYTHON mola mas <http://is.gd/bWzip> ;) ejemplo: <http://is.gd/bWzji> (atento a la linea 10 :) [Thursday, May 06, 2010 1:22:17 AM](#) via [choqoK in reply to Hey_neken](#)
613. @[txipi](#) @[Hey_neken](#) creo que he terminado mi tercer y ultimo nivel del hackit. Es... raro xD (betatesteo y os lo mando) [Wednesday, May 05, 2010 6:49:49 PM](#) via [choqoK in reply to Hey_neken](#)
614. Looks like I'm getting Google's new UI now <http://is.gd/bUxJA>

- <http://is.gd/bUxJs> Tuesday, May 04, 2010 8:52:13 PM via [choqoK](#)
615. 5 cross-platform, DRM-free indie games. Name your own price. What more could you ask for? <http://3.ly/96Po> Tuesday, May 04, 2010 1:28:50 PM via [choqoK](#)
616. RT @planetbeing: Pay what you want for \$80 worth of indie games and donate to @EFF and @CPCharity at the same time: <http://3.ly/96Po> Tuesday, May 04, 2010 1:05:27 PM via [choqoK](#)
617. @daeken USB sucks as a power source. It'd take forever. Monday, May 03, 2010 3:51:28 PM via [choqoK in reply to daeken](#)
618. OMG it's PONG on da LASAH <http://is.gd/bMm7f> Wednesday, April 28, 2010 6:54:05 PM via [choqoK](#)
619. @Hey_neken Si de verdad queréis os toco todas las frikadas que haga falta <http://is.gd/bM8wG> :P Wednesday, April 28, 2010 3:02:19 PM via [choqoK in reply to Hey_neken](#)
620. @Hey_neken Me has leído la mente, justo eso pienso (intentar) hacer :-). Aunque soy muy n00b, sería mi primera demo. Wednesday, April 28, 2010 2:53:23 PM via [choqoK in reply to Hey_neken](#)
621. BTW, more laser goodies <http://is.gd/bM7vo> :) Wednesday, April 28, 2010 2:44:29 PM via [choqoK](#)
622. Did YouTube just *totally* change their flash player skin? Wednesday, April 28, 2010 2:43:54 PM via [choqoK](#)
623. RT @pytex: Xilinx announce dualcore ARM cortex A9 with AMBA-AXI interconnects to their FPGA inside single package <http://j.mp/aeleIV> Wednesday, April 28, 2010 11:25:40 AM via [choqoK](#)
624. @Omega191 Nothing "slow" about this one. Plus nginx is mostly invulnerable to slowloris. This was a straight up HTTP flood DoS. Monday, April 26, 2010 7:07:37 AM via [choqoK in reply to Omega](#)
625. Looks like it's mostly a pr0n site vhost server, heh: <http://is.gd/bI19k> Sunday, April 25, 2010 11:07:29 PM via [choqoK](#)
626. IP blocked, abuse report sent, site back up. Whoever's doing this is using some pretty nasty software, still trying with >100 SYN/sec. Sunday, April 25, 2010 11:01:34 PM via [choqoK](#)
627. Whoever decided to HTTP GET flood my server, you can stop now. I'm looking at you, 91.121.106.35. Sunday, April 25, 2010 10:42:40 PM via [choqoK](#)
628. @oskarlgs Se conecta para buscar actualizaciones. No envía ningún dato (sólo es una petición HTTP). Friday, April 23, 2010 10:54:45 AM via [choqoK in reply to oskarlgs](#)
629. @Ismas kinda hard to implement automatic updates without, you know, checking for updates Friday, April 23, 2010 3:13:21 AM via [choqoK in reply to Ismas](#)
630. Apparently we're getting 200k on-line The Homebrew Channel launches per day, about 60k unique IPs. That's very, very awesome. Thursday, April 22, 2010 10:00:02 PM via [choqoK](#)
631. Awesome work by @planetbeing. He actually got Android to just about fully work on the iPhone! <http://bit.ly/cY17bc> Wednesday, April 21, 2010 11:11:43 PM via [choqoK](#)
632. RT @ilfak: The ARM decompiler gets into shape: http://hexblog.com/decompilation/pix/vd_arm1.gif Wednesday, April 21, 2010 10:05:24 AM via [choqoK](#)

633. @MaskMellon I haven't really had a reason to do that yet ;) [Monday, April 12, 2010 9:22:53 PM](#) via [choqoK in reply to MaskMellon](#)
634. @MaskMellon Pretty much. Note that SharePod uses (used?) a leaked / not entirely legal / old version of our reverse engineered hash stuff. [Monday, April 12, 2010 7:12:50 PM](#) via [choqoK in reply to MaskMellon](#)
635. Evil Apple is blocking open source syncing with a new iTunes DB hash. Don't update to 4.0 if you don't use iTunes. [Monday, April 12, 2010 11:20:02 AM](#) via [choqoK](#)
636. @daeken At least you're not having code stolen from you ;) [Saturday, April 10, 2010 1:11:17 AM](#) via [choqoK in reply to daeken](#)
637. @fxjade The EULA can suck it. Pretty much no EULA is fully enforceable anywhere. [Friday, April 09, 2010 5:16:27 AM](#) via [choqoK in reply to fxjade](#)
638. Directive 1999/44/EC. "The goods must comply with the description given by the seller [...]". Sony, what you did is illegal. [Friday, April 09, 2010 4:53:02 AM](#) via [choqoK](#)
639. @tnare You mean "backups", with quotes :P [Monday, April 05, 2010 1:15:06 PM](#) via [choqoK in reply to tnare](#)
640. wicd. *gasp*, a Linux wireless/wired lan manager that *actually works*. I wonder why people even bother with NetworkManager. [Saturday, April 03, 2010 11:05:39 AM](#) via [choqoK](#)
641. So sony did go through. Sigh. Moving on with lawyer-stuff. [Thursday, April 01, 2010 4:06:41 PM](#) via [choqoK](#)
642. @izsh1911 Hah! Very cool :) [Thursday, April 01, 2010 3:55:52 PM](#) via [choqoK in reply to izsh1911](#)
643. @Musoka_X We'll see how things went when I wake up later today :) Technically they can still backtrack, though I'm not holding my breath. [Wednesday, March 31, 2010 6:26:12 PM](#) via [choqoK in reply to Stealth Musoka](#)
644. @Syarbrou1 I obviously do not want the update. Duh. I just want to see if they go through or not, and what the message looks like. [Wednesday, March 31, 2010 4:59:21 PM](#) via [choqoK in reply to Syarbrou1](#)
645. @Syarbrou1 They did state April 1st JST on their US blog, specifically and strangely. [Wednesday, March 31, 2010 4:47:55 PM](#) via [choqoK in reply to Syarbrou1](#)
646. It's well into April 1st JST, no PS3 system update so far. Hmm. [Wednesday, March 31, 2010 4:13:11 PM](#) via [choqoK](#)
647. Writing proper blog post about OtherOS thoughts so I can stop spamming Twitter :) [Tuesday, March 30, 2010 5:41:49 PM](#) via [choqoK](#)
648. @iHacker Look up mist's platform hacking slide. Pretty much all have been hacked by homebrewers. With Other OS, there is little interest. [Tuesday, March 30, 2010 4:41:22 PM](#) via [choqoK in reply to MemPwner](#)
649. @iHacker Lots of people could have done it; keep in mind that many just weren't interested as Other OS already existed. [Tuesday, March 30, 2010 4:40:10 PM](#) via [choqoK in reply to MemPwner](#)
650. @iHacker He did in fact at one point state that he would get the key.

He has since retracted/deleted that statement. [Tuesday, March 30, 2010 4:36:15 PM](#) via [choqoK in reply to MemPwner](#)

651. [@mopperx2](#) Not in the least bit jealous. Pissed at losing Other OS, and as a console hacker I know bad/unethical/wrong hacking when I see it. [Tuesday, March 30, 2010 4:32:50 PM](#) via [choqoK in reply to mopperx2](#)

652. [@iHacker](#) I also had a fun time reading his tweets. He very obviously is an FPGA noob, not knowing how to set bank voltages on Xilinx FPGAs. [Tuesday, March 30, 2010 4:26:22 PM](#) via [choqoK in reply to MemPwner](#)

653. [@iHacker](#) His claim of being able to get the root key, say (which he retracted). The rest of us already knew getting it was near impossible. [Tuesday, March 30, 2010 4:25:31 PM](#) via [choqoK in reply to MemPwner](#)

654. [@iHacker](#) One thing I can definitely say for certain is that he barely knows enough to develop his exploit. Half of his tech talk is wrong. [Tuesday, March 30, 2010 4:15:42 PM](#) via [choqoK in reply to MemPwner](#)

655. [@iHacker](#) Oh yes. Ask the iPhone dev team; thankfully, I have only recently started to have to deal with him. [Tuesday, March 30, 2010 4:15:09 PM](#) via [choqoK in reply to MemPwner](#)

656. And [@geohot](#) is still clueless: PS2 emulation always used (some) HW, and SCD needs specific CD optics. And you trust this guy with a CFW? [Tuesday, March 30, 2010 4:04:41 PM](#) via [choqoK](#)

657. [@Musoka_X](#) Nice find! Anything coming from Sony employees is good. [Tuesday, March 30, 2010 5:40:51 AM](#) via [choqoK in reply to Stealth_Musoka](#)

658. [@adisor19](#) I will continue stating that I equally dislike Sony for doing this, and [@geohot](#) for putting us in this situation for nothing.Both. [Monday, March 29, 2010 6:44:24 PM](#) via [choqoK in reply to adisor19](#)

659. [@adisor19](#) Contrast that with thousands are permanently inconvenienced, and one person gains media coverage and an ego boost. [Monday, March 29, 2010 6:43:36 PM](#) via [choqoK in reply to adisor19](#)

660. [@adisor19](#) IOW, a few people were temporarily inconvenienced (bricked Wiis, had to go through warranty repair), many others were happy. [Monday, March 29, 2010 6:42:56 PM](#) via [choqoK in reply to adisor19](#)

661. [@adisor19](#) Successful attempts. Lots of people love Wii homebrew, many more than were bricked. [Monday, March 29, 2010 6:41:58 PM](#) via [choqoK in reply to adisor19](#)

662. [@comex](#) Show me where [@geohot](#) bothered to even remotely get 3D to work :P [Monday, March 29, 2010 6:39:33 PM](#) via [choqoK in reply to comex](#)

663. [@adisor19](#) it's also worth repeating that the update did NOT improve security (it can't), Nintendo did it because they felt like it. [Monday, March 29, 2010 6:37:43 PM](#) via web

664. [@adisor19](#) If you seriously think the PS3 situation and the Wii bricking situation are on par, you have issues. [Monday, March 29, 2010 6:36:17 PM](#) via [choqoK in reply to adisor19](#)

665. @adisor19 Not to mention that Nintendo would repair their Wiis for free. [Monday, March 29, 2010 6:34:06 PM](#) via [choqoK in reply to adisor19](#)
666. @adisor19 Those users got their devices bricked because Nintendo fucked up their updater, not because of the update itself. [Monday, March 29, 2010 6:33:23 PM](#) via [choqoK in reply to adisor19](#)
667. For those who don't know, I'm talking about <http://is.gd/b5UhG> which is a slide he has shown several times, including after our 25c3 talk. [Monday, March 29, 2010 6:30:29 PM](#) via [choqoK](#)
668. mist's platform hacking slide is going to be fun next time around. PS3 hacked for: ego. Result: legitimate homebrew screwed. Talk about odd. [Monday, March 29, 2010 6:28:20 PM](#) via [choqoK](#)
669. @telelax unless you're just one of those stupid kids who want free warez on their PS3; if that is the case, then the fuck you goes to you. [Monday, March 29, 2010 6:23:11 PM](#) via [choqoK](#)
670. @telelax If you want to follow some real hackers, try tmbinc (debugmo.de) or bunny (bunniestudios.com), to name a few. [Monday, March 29, 2010 6:22:34 PM](#) via [choqoK in reply to telelax](#)
671. @telelax There are lots of better, more efficient hackers than @geohot, he isn't particularly good. He just likes to advertise himself. [Monday, March 29, 2010 6:21:05 PM](#) via [choqoK in reply to telelax](#)
672. @Musoka_X Nice finds so far, I'm taking note of all of them. [Monday, March 29, 2010 6:19:25 PM](#) via [choqoK in reply to Stealth Musoka](#)
673. Oh god, @dontrythis just invoked Rule 35 on The Big Bang Theory. [Monday, March 29, 2010 5:56:03 PM](#) via [choqoK](#)
674. @Musoka_X Yes, something like that. I'd like to find a press release where Sony explicitly mentions OtherOS/OpenPlatform/Linux /whatever. [Monday, March 29, 2010 5:36:35 PM](#) via [choqoK in reply to Stealth Musoka](#)
675. @wizdaz The title screen music is epic though :) [Monday, March 29, 2010 5:27:55 PM](#) via [choqoK in reply to wizdaz](#)
676. @Musoka_X yup, I have that mailing list post snatched too. The youtube interview is nice though, it might be useful. [Monday, March 29, 2010 5:26:31 PM](#) via [choqoK in reply to Stealth Musoka](#)
677. @cdevwill I hope it is an April Fools', but at this point I sincerely doubt it is. [Monday, March 29, 2010 4:10:54 PM](#) via [choqoK in reply to chronic](#)
678. So far I have the on-line manual and their Open Platform website. Any others? [Monday, March 29, 2010 2:39:45 PM](#) via [choqoK](#)
679. Also, I need links/screengrabs/anything of everywhere where Sony advertises or mentions Other OS as a supported feature of the PS3 OS. [Monday, March 29, 2010 2:39:11 PM](#) via [choqoK](#)
680. Got in contact with a lawyer, she's getting me in touch with a couple others. We'll see if I can get something going. [Monday, March 29, 2010 2:38:36 PM](#) via [choqoK](#)
681. @adisor19 You still don't get it. The problem here is that LEGIT, SUPPORTED, LEGAL users are getting screwed due to @geohot's actions. [Monday, March 29, 2010 2:36:35 PM](#) via [choqoK in reply to adisor19](#)

682. @adisor19 He released what he has, which is a pretty exploit that is hard to perform and has no practical use yet. He doesn't have any more. [Monday, March 29, 2010 2:21:24 PM](#) via [choqoK in reply to adisor19](#)
683. @adisor19 The point I'm trying to make is that @geohot's antics have done NOTHING for the community at large; users just lose. [Monday, March 29, 2010 2:12:32 PM](#) via [choqoK in reply to adisor19](#)
684. @adisor19 It's both @geohot's and Sony's fault. Sony's for pulling this crap, and @geohot's for prompting it and giving squat in return. [Monday, March 29, 2010 2:11:51 PM](#) via [choqoK in reply to adisor19](#)
685. [monstercoo](#) We can all thank George Hotz for the latest OtherOS madness. [Monday, March 29, 2010 12:30:23 AM](#) via web Retweeted by [marcan42](#) and 3 others
686. @eiopa Users bricked by 4.2 w/o warranty can be mad if they want, but we made many happy with homebrew. @geohot only made himself happy. [Monday, March 29, 2010 1:47:11 PM](#) via [choqoK in reply to eiopa](#)
687. @comex I disagree. Disclosure should be done such that either it's 1) good for the company or 2) good for the users, not just mediawhoring. [Monday, March 29, 2010 1:45:28 PM](#) via [choqoK](#)
688. Lolwut, my iPhone is stuck in Twitterrific, no home button, no power+home kill. Ha. Springboard's fault I bet. [Monday, March 29, 2010 12:51:06 PM](#) via [Twitterrific](#)
689. @SimonLR Well, I am hoping the law does give a shit ;) [Monday, March 29, 2010 12:46:18 PM](#) via [Twitterrific in reply to SimonLR](#)
690. @H4wk0z Yes, and I am not overly impressed; further, his ego and media whoring annoys me. [Monday, March 29, 2010 12:43:39 PM](#) via [Twitterrific in reply to H4wk0z](#)
691. @eiopa see my reply to @adisor19; N's boot2 update was also useless to improve security and caused no intentional disruption to 99% users. [Monday, March 29, 2010 12:42:38 PM](#) via [Twitterrific in reply to eiopa](#)
692. @adisor19 Fair point; however, that was a small fraction of Wiis, replaceable under warranty, and caused by N's own incompetent updater. [Monday, March 29, 2010 12:38:02 PM](#) via [Twitterrific in reply to adisor19](#)
693. @SimonLR They advertise it openly; for myself and many others, it's critical functionality. [Monday, March 29, 2010 12:09:08 PM](#) via [Twitterrific in reply to SimonLR](#)
694. @adisor19 Huh, wha? a) I did Wii, not iPhone; b) We actually accomplished loads and little repercussion for regular Wii users. [Monday, March 29, 2010 12:08:08 PM](#) via [Twitterrific in reply to adisor19](#)
695. To clarify, I consider the blame for the current situation evenly split between @geohot and Sony. Both are dicks. [Monday, March 29, 2010 11:50:06 AM](#) via [Twitterrific](#)
696. No, @geohot, shame on you for pissing them off for fame and money and no actual useful purpose. [Monday, March 29, 2010 11:22:03 AM](#) via [Twitterrific](#)

697. @hopkinsth They don't allow you to keep BOTH features though (PSN and Other OS). That diminishes the PS3's value as a console. [Monday, March 29, 2010 7:48:40 AM](#) via [Twitterrific in reply to hopkinsth](#)
698. I doubt an EULA clause would be enforceable. They are making you choose between PSN and Other OS, both advertised features. [Monday, March 29, 2010 5:05:02 AM](#) via [choqoK](#)
699. Speaking with a lawyer this afternoon, Sony's move can't possibly be legal. Thoughts? [Monday, March 29, 2010 4:57:09 AM](#) via [choqoK](#)
700. @max1 If it were actually useful then he'd actually have an excuse. What's inexcusable is releasing a useless exploit for media coverage. [Monday, March 29, 2010 4:56:35 AM](#) via [choqoK in reply to max1](#)
701. @max1 Someone else wouldn't have done a useless hack and then trumpeted it to the media in order to get 15 minutes of fame. [Monday, March 29, 2010 4:32:53 AM](#) via [choqoK in reply to max1](#)
702. @compuguy No, that's the cost of pointless, retarded, selfish, egotistical media whoring by a stupid kid. [Sunday, March 28, 2010 10:08:45 PM](#) via [choqoK in reply to compuguy](#)
703. RT @okononmiyonda Just talked to SCEI. OtherOS is gone forever. Wish I could fix bugs by removing features [Sunday, March 28, 2010 9:43:20 PM](#) via [choqoK](#)
704. @comex One can hope it's an April Fools, but it looks way too serious and on an official blog. We'll see. [Sunday, March 28, 2010 8:59:55 PM](#) via [choqoK in reply to comex](#)
705. Good fucking job, egoidiot. <http://bit.ly/9KshRL> [Sunday, March 28, 2010 8:43:49 PM](#) via [choqoK](#)
706. @txipi <http://is.gd/aYozl> xD [Thursday, March 25, 2010 4:34:33 AM](#) via [choqoK](#)
707. @thinkgeek I can't stand Facebook, but I'll definitely make an exception for the coup d'etat. Count me in! [Wednesday, March 24, 2010 4:04:57 PM](#) via [choqoK](#)
708. @cymo @txipi yo no creo que sea tan difícil. El objetivo es totalmente lógico, no hay margen de confusión (aunque algo hay que codear). [Monday, March 22, 2010 8:51:36 AM](#) via [choqoK](#)
709. @txipi yo creo que el lvl conjunto @cymo y yo es mas fácil que el lvl2 de la GE incluso. O por lo menos te comes menos la cabeza :P [Monday, March 22, 2010 6:11:05 AM](#) via [choqoK](#)
710. LOL! RT @txipi @iarenaza @nigelmcnie @dbph @alanjlee @harrisony I'm in your speed cameraz injecting ma SQL <http://is.gd/aS3fP> [Sunday, March 21, 2010 4:08:32 PM](#) via [choqoK](#)
711. @txipi Qué tal el nivel made in GE by @cymo y yo? ;) [Sunday, March 21, 2010 12:52:42 PM](#) via [Twitterrific in reply to txipi](#)
712. @txipi He ganado :) Era mas corto (7 lvls) pero mas "comprimido". El lvl2 era bastante complicado (sudoku no estándar). [Sunday, March 21, 2010 12:51:44 PM](#) via [Twitterrific in reply to txipi](#)
713. has had enough trololololo for, oh, the rest of the year, while at Gipuzkoa Encounter [Sunday, March 21, 2010 9:54:15 AM](#) via [choqoK](#)
714. I'm inclined to think he's just MITMing some stupid update server with an unsigned description file or whatever, unless proven otherwise. [Thursday, March 18, 2010 10:45:23 AM](#) via [choqoK](#)

715. Sad, geohot is doing the same things waninkoko did in the Wii scene. Show off stupid stuff, provide no explanation. [Thursday, March 18, 2010 10:43:24 AM](#) via [choqoK](#)
716. @txipi me acabo de enterar que hay Hack-It en la GE. Este es tuyo o lo organizan otros? [Thursday, March 18, 2010 8:08:59 AM](#) via [choqoK](#)
717. RT just to annoy @copumpkin: @travisgoodspeed ~~for~~: I just found an integer overflow vulnerability in an example of a formally proven program. [Wednesday, March 17, 2010 4:02:22 PM](#) via [choqoK](#)
718. Wow, talk about a rendition of this song I would've never expected <http://is.gd/aLaZy> Surprisingly good too. This is how Spain trolls you :) [Tuesday, March 16, 2010 5:58:47 PM](#) via [choqoK](#)
719. @txipi espera a ver el segundo >:D [Tuesday, March 16, 2010 4:33:47 PM](#) via [choqoK](#)
720. @txipi soy yo, o la lista es principalmente spam ultimamente? :S [Tuesday, March 16, 2010 2:53:26 AM](#) via [choqoK](#)
721. @txipi si quieres intento hostear el servicio de red del hackit 09, y por cierto, este año mandaré un nivel o dos. Temblad hackers :D [Monday, March 15, 2010 4:50:45 PM](#) via [choqoK](#)
722. RT @pytey: Dave Jones from @eevblog has turned into the @beargrylls of EE <http://bit.ly/abU8dk> (or he has completely lost it) ;-)
[Saturday, March 13, 2010 1:15:44 AM](#) via [choqoK](#)
723. 76% packet loss. Call support, get back prerecorded message effectively saying "it's broken, we know, suck it", followed by hang-up. Yay. [Thursday, March 11, 2010 3:48:28 PM](#) via [choqoK](#)
724. @pytey it's failing pretty bad at city geolocation for me :P [Sunday, March 07, 2010 2:53:58 AM](#) via [choqoK](#) in reply to pytey
725. @copumpkin A negative number, we make it up in OPTIMILIZATION!!!
[Saturday, March 06, 2010 11:09:20 PM](#) via [choqoK](#) in reply to copumpkin
726. @bl4sty har har. In fact, last night I recompiled KDE :P (so, not that bad) [Friday, March 05, 2010 2:43:37 AM](#) via [choqoK](#) in reply to bl4sty
727. @tnare At least Gentoo got that right. I've been on this install for 6 or so years now :P [Friday, March 05, 2010 2:38:50 AM](#) via [choqoK](#) in reply to tnare
728. @pytey yet another timewaster. Not surprised that 49.6% get Verdana vs Helvetica 'V' right either :P (I got it wrong) [Thursday, March 04, 2010 1:06:35 AM](#) via [choqoK](#)
729. @txipi: Hablando de las IPs de los servidores, claramente es LOS (servidores) DNS, de toda la vida. [Wednesday, March 03, 2010 9:26:45 PM](#) via [choqoK](#)
730. <http://is.gd/9wuNW> - abushing @gnihsu's work to traumatize @izsh1911 by making the twlfpga into a touch-sensitive piano :) [Tuesday, March 02, 2010 4:46:35 AM](#) via [choqoK](#) in reply to izsh1911
731. RT @pytey: Actel have announced a hard ARM Cortex-M3 + FPGA in single package. @tnare will be pleased. <http://bit.ly/c6DTiX> [Tuesday, March 02, 2010 3:20:35 AM](#) via [choqoK](#)
732. @pytey I might have to switch to Actel then. Cortex-M3 + FPGA is precisely one of the things I've been hoping to see :) [Tuesday, March](#)

[02, 2010 1:59:45 AM](#) via [choqoK](#)

733. @[SquidMan72](#) RPN actually makes some sense. Hungarian notation is retarded and 100% useless. [Sunday, February 28, 2010 8:39:29 AM](#) via [choqoK in reply to trap0xf](#)
734. @[tnare](#) oh yeah, and don't forget all your variables are of type portBASE_TYPE. Yeah. portBASE_TYPE xCoolnessFactor = cfAWESOME; [Sunday, February 28, 2010 4:10:16 AM](#) via [choqoK](#)
735. @[tnare](#) wHope bYou dwLike mThe hHungarian pwNotation [Sunday, February 28, 2010 3:40:46 AM](#) via [choqoK in reply to tnare](#)
736. @[henriwatson](#) yeah, I use HE on my router (so my lan gets IPv6 automatically). My server does have native v6 though. [Friday, February 26, 2010 6:11:58 PM](#) via [choqoK in reply to HenriWatson](#)
737. I just realized that I can actually say I'm on the internets. The IPv4 internet, and the IPv6 internet! They're essentially separate. [Friday, February 26, 2010 5:43:53 PM](#) via [choqoK](#)
738. @[twiitar](#) Same principle. [Friday, February 26, 2010 7:49:06 AM](#) via [choqoK in reply to twiitar](#)
739. @[twiitar](#) except Acekard2i is basically a piracy device, while Datel supposedly makes relatively legal stuff. It's unexpected for Datel. [Friday, February 26, 2010 7:32:55 AM](#) via [choqoK in reply to twiitar](#)
740. @[pyfgcrl](#) But those are Designed by Apple in California. I consider Chinese *design* the problem, not Chinese *manufacture* ;) [Thursday, February 25, 2010 3:09:41 PM](#) via [choqoK in reply to pyfgcrl](#)
741. @[keastes](#) In general. I've bought 4 different models and they're all crap. [Thursday, February 25, 2010 11:29:17 AM](#) via [choqoK in reply to keastes](#)
742. Another usbmuxd "bug" caused by using a chinese cable. These things are such a POS. [Thursday, February 25, 2010 9:04:22 AM](#) via [choqoK](#)
743. @[cymo](#) yeah, fascinating stuff. After reading that, make sure you hold one in front of your face just to appreciate how damn tiny they are! [Thursday, February 25, 2010 8:25:58 AM](#) via [choqoK in reply to cymo](#)
744. RT @[izsh1911](#): lol @ <http://is.gd/96o5n> [Wednesday, February 24, 2010 12:34:10 PM](#) via [choqoK](#)
745. @[tnare](#) it's the only social network I've ever joined (unless you count LinkedIn)... I still don't get the point of that Facebook stuff. [Sunday, February 21, 2010 1:01:00 PM](#) via [choqoK in reply to tnare](#)
746. OMG @[tnare](#) JOINED THE TWITTERVERSE [Sunday, February 21, 2010 12:56:28 PM](#) via [choqoK](#)
747. @[elitemacfreak](#) maybe, possibly, I have no clue. What I did is pretty specific to InsydeH2O BIOSes. [Sunday, February 21, 2010 12:41:44 PM](#) via [choqoK in reply to elitemacfreak](#)
748. Now I'm trying to convince him that (int CamelCase, int Arguments); and int underscored_locals; looks weird and inconsistent. [Saturday, February 20, 2010 9:59:12 PM](#) via [choqoK](#)
749. @[izsh1911](#) has been convinced to use tab for indenting and space for aligning. We each use our favorite tab setting, and we're back at peace. [Saturday, February 20, 2010 8:41:39 PM](#) via [choqoK in reply](#)

[to izsh1911](#)

750. @WunSick he claims most C code he's seen uses it, but I have my doubts. @tsuehpsyde yup, 4 spaces or 4- or 8-wide tabs are all OK in my book [Saturday, February 20, 2010 6:45:32 PM](#) via [choqoK in reply to tsuehpsyde](#)
751. arguing with @izsh1911, who wants to use freaking 2-space indentation for C code. Indentation flameways, yay. [Saturday, February 20, 2010 5:37:46 PM](#) via [choqoK](#)
752. @daeken scary stuff. Are those Unicode composing characters? [Wednesday, February 17, 2010 8:22:47 PM](#) via [choqoK](#)
753. RT @gnihsb: fascinating article from bunnie about tearing down microSD cards -makes me wonder about our bootmii issues <http://bit.ly/ba0CCp> [Tuesday, February 16, 2010 5:06:06 PM](#) via [choqoK](#)
754. @comex But it isn't. He just claims it is, but he hasn't actually accomplished anything yet. Take one step, claim the rest are trivial. [Saturday, February 13, 2010 7:33:24 PM](#) via [choqoK in reply to comex](#)
755. Looks like the offender is XpanD 3D. Avoid. And they say these are better? Either this theatre's fail, or you've got to be kidding me. [Saturday, February 13, 2010 5:58:13 PM](#) via [choqoK](#)
756. Seriously, those things on my face somehow managed to make blacks look like my miscalibrated Viewsonic 6bit TFT. [Saturday, February 13, 2010 5:12:36 PM](#) via [Twitterrific](#)
757. LCD shutter glasses are made of FAIL. The crappy single "omg digital" projector sucked. And the colors weren't compensated for the glasses. [Saturday, February 13, 2010 5:11:15 PM](#) via [Twitterrific](#)
758. Finally watched Avatar. Epic movie, unfortunately decimated by the ridiculously crappy 3D tech in this theatre. Worse than consumer grade! [Saturday, February 13, 2010 5:08:17 PM](#) via [Twitterrific](#)
759. a.k.a. "dammit guys, I already played my genius role, why aren't you doing the rest of the work for me already?" [Saturday, February 13, 2010 1:43:17 AM](#) via [choqoK](#)
760. I guess according to egohot the Wii was 100% hacked 2 years ago, and the rest of our work has been mental masturbation? sigh. [Saturday, February 13, 2010 1:42:09 AM](#) via [choqoK](#)
761. @cymo <http://is.gd/89uUs> [Thursday, February 11, 2010 4:35:24 AM](#) via [choqoK](#)
762. @cymo <http://is.gd/89jR7> [Thursday, February 11, 2010 3:34:58 AM](#) via [choqoK](#)
763. Half the bug reports I get for usbmuxd are caused by shitty chinese iPhone cables now. Has no one else seriously noticed this before? [Wednesday, February 10, 2010 6:32:57 PM](#) via [choqoK](#)
764. I sense there's an admin working on the live yet still unlinked Euskal Encounter registration site cursing at me for poking around early. [Monday, February 08, 2010 12:20:10 PM](#) via [choqoK](#)
765. RT @thinkgeek: *sound of plastic rustling* BAZINGA! *dives backwards into ball pit, disappearing from sight* [Wednesday, February 03, 2010 6:18:48 PM](#) via [choqoK](#)
766. RT @izsh1911: ZOMG, @marcan42's computer speaks! <http://bit.ly/c3vSoz> . Afterthought: it's probably Erant's,marcan doesn't have

- pretty icons [Tuesday, February 02, 2010 5:24:23 AM](#) via [choqoK](#)
767. [@izsh1911](#) That guy looks like a spanish TV comedian :P. Jokes aside, that sounds damn good. [Sunday, January 31, 2010 4:09:41 PM](#) via [choqoK in reply to izsh1911](#)
768. [@comex](#) What are you talking about? The closed App Store model is great for hacking, otherwise we'd have nothing to hack! [Friday, January 29, 2010 2:55:08 PM](#) via [choqoK in reply to comex](#)
769. RT [@izsh1911](#): <http://is.gd/7iWRg> [Friday, January 29, 2010 10:31:17 AM](#) via [choqoK](#)
770. Wow, people dissing the iPad because it uses MicroSIMs apparently have never heard of this wonderful invention called "scissors". [Thursday, January 28, 2010 8:39:44 PM](#) via [choqoK](#)
771. If we were like geohot, we'd take credit for the PS3 hack. After all, the Twiizer Attack was the pioneering console DRAM glitching attack ;) [Wednesday, January 27, 2010 11:15:29 PM](#) via [choqoK](#)
772. Anyone know what's up with 6to4 connectivity to some sites? Some ISPs appear to block 6to4 along the way, real v6 is fine. [Wednesday, January 27, 2010 4:12:01 PM](#) via [choqoK](#)
773. And yeah, I kind of want an iPad too. \$499 wtfbbq, that's ridiculously cheap for Apple. [Wednesday, January 27, 2010 2:13:40 PM](#) via [choqoK](#)
774. [@daeken](#) The smart move would be to pull off a Wii and use OTP hashes, so at least when they fuck up the sig checker they can fix it. [Wednesday, January 27, 2010 2:11:57 PM](#) via [choqoK in reply to daeken](#)
775. [@procrastineer](#) Thing is, his early work on the PS3 is along the same lines. [Wednesday, January 27, 2010 7:52:57 AM](#) via [choqoK in reply to procrastineer](#)
776. [@procrastineer](#) Not the recent stuff, of course. His early work is a lot more debatable. [Tuesday, January 26, 2010 10:57:28 PM](#) via [choqoK in reply to procrastineer](#)
777. [@iamramsey](#) The exploit is OK (if meh). The mediawhoring is wrong, and I highly suspect his future behavior will be wrong, given history. [Tuesday, January 26, 2010 4:05:11 PM](#) via [choqoK in reply to iamramsey](#)
778. [@iamramsey](#) 3) He doesn't know what the hell he's doing AT ALL. This isn't my opinion, it's a Cell expert's (friend of mine). [Tuesday, January 26, 2010 3:59:11 PM](#) via [choqoK in reply to iamramsey](#)
779. [@iamramsey](#) 2) it isn't a major contribution, it's just a cute exploit. You still don't get to touch the secure SPE. [Tuesday, January 26, 2010 3:58:35 PM](#) via [choqoK in reply to iamramsey](#)
780. [@iamramsey](#) 1) egohot is well know for taking credit of other people's work. Check his blog comments, someone did the hw work for him. [Tuesday, January 26, 2010 3:58:04 PM](#) via [choqoK in reply to iamramsey](#)
781. [@iamramsey](#) you can't take things up with geohot. If there's something he knows how to hack, it's media coverage. [Tuesday, January 26, 2010 3:52:57 PM](#) via [choqoK in reply to iamramsey](#)
782. Yay, typical [@geohot](#): "I have no clue what to do with this whatsoever, so I'll release it and take credit for anything anyone does with it". [Tuesday, January 26, 2010 3:45:17 PM](#) via [choqoK](#)

783. @thinkgeek that looks like a Vectrex [Tuesday, January 26, 2010 10:15:37 AM](#) via [choqoK](#)
784. I mean, seriously, showing off the lv1 hypercall table is just sad. That stuff has been better documented at <http://is.gd/75UQR> for ages. [Tuesday, January 26, 2010 9:54:14 AM](#) via [choqoK](#)
785. @eiopa Other people have done what he has and he still has a long way to go. He just loves to show off every tiny step to the world. [Tuesday, January 26, 2010 9:53:21 AM](#) via [choqoK in reply to eiopa](#)
786. Seriously, people, stop "covering" the PS3 non-hack. At this rate there'll be >9000 separte stories, one for each of geohot's baby steps. [Tuesday, January 26, 2010 1:43:40 AM](#) via [choqoK](#)
787. After the Bing/MSNBot CPAN DDoS story, I checked my logs and found that MSNBot spoofs its user agent. OK, you're now banned at my firewall. [Monday, January 18, 2010 8:41:21 AM](#) via web
788. Nokia, release Qt 4.6.1 already. The checkForAlphaPixels bug is making my Twitter client crash! [Friday, January 15, 2010 5:39:56 AM](#) via [API](#)
789. RT @MuscleNerd: unlocking karma <http://is.gd/61wPg> - (thanks @dayloon) [Sunday, January 10, 2010 1:24:29 PM](#) via [choqoK](#)
790. Sparkfun's server decided to hate me today :([Thursday, January 07, 2010 9:50:54 AM](#) via [choqoK](#)
791. @tomtastic Third party. I haven't quite seen Apple fail this hard yet ;) [Tuesday, January 05, 2010 12:38:42 PM](#) via [choqoK in reply to tomtastic](#)
792. If you thought the cable was bad wait until you see the soldering job. <http://yfrog.com/3g4kajj> [Tuesday, January 05, 2010 9:56:37 AM](#) via [Twitterrific](#)
793. @cmdshft yes, obviously. [Monday, January 04, 2010 8:12:37 PM](#) via [choqoK in reply to cmdshft](#)
794. <http://yfrog.com/1yesvj> Apparently this passes for USB 2.0 these days. FAIL. [Monday, January 04, 2010 7:55:10 PM](#) via [Twitterrific](#)
795. Flaky Chinese iPhone cable with the ability to hang Intel controllers hard. Tear it open, no shielding, no twisted pair. Duh. Yay chinese! [Monday, January 04, 2010 7:38:55 PM](#) via [choqoK](#)
796. @MuscleNerd CityStay Berlin ;) [Sunday, January 03, 2010 5:22:42 AM](#) via [choqoK in reply to MuscleNerd](#)
797. At airport. Had epic WTF moment with wifi. 2h20m flight delay. This is awesome. Like aids</bushing mode>. [Saturday, January 02, 2010 2:45:12 AM](#) via web
798. // Site is a FFT. instance <RxCellSrchInst.cpichfoe.fft256> [Tuesday, December 29, 2009 7:15:04 AM](#) via [choqoK](#)
799. @c1de0x and I just called Skype@CCC->skype UK server->UK PSTN->vodafone UK->UK internet->UK VPS->CCC internet->Mac->Linux VM->3G BTS->iPhone [Monday, December 28, 2009 11:27:08 AM](#) via [choqoK](#)
800. Tweeting through Ethernet to a MacBook running Gentoo in VMWare masquerading to an OpenVPN to a server in the UK. We do weird shit here. [Monday, December 28, 2009 10:25:28 AM](#) via [choqoK](#)
801. sooo sleeeeeepy and still shit to do [Saturday, December 26, 2009 2:00:07 AM](#) via [choqoK](#)

802. starting to think that pulling an all nighter (academic reasons) right before 26c3 might have not been the brightest idea ever. [Saturday, December 26, 2009 1:54:09 AM](#) via [choqoK](#)
803. 26c3 hackcenter table assignments: <http://is.gd/5BkBM> we're in the bottom right corner :) [Friday, December 25, 2009 11:13:38 AM](#) via [choqoK](#)
804. @[iphoneht1234](#) read the README. [Sunday, December 20, 2009 6:09:24 AM](#) via [choqoK in reply to iPhoneHT1234](#)
805. @[iphoneht1234](#) Read the fine manual. You can do the stupid thing and uninstall it, or you can do the smart thing and set it to autolaunch. [Saturday, December 19, 2009 9:07:03 PM](#) via [choqoK in reply to iPhoneHT1234](#)
806. This is sad, the people using Bing (people who use IE and leave everything on defaults) are also the ones most likely to fall for scams. [Friday, December 11, 2009 8:07:45 AM](#) via [choqoK](#)
807. Oh, and searching for Homebrew on Bing yields all affiliate reviews and not a hint of it being a scam. Scams <3 Microsoft. [Friday, December 11, 2009 8:06:30 AM](#) via [choqoK](#)
808. Search for "Wii homebrew" on Bing and marvel at the lack of relevant first page results and the extensive list of scams that appear instead. [Friday, December 11, 2009 7:57:47 AM](#) via [choqoK](#)
809. @[cymo](#) I still don't get why distros keep forcing pulseaudio on users. It may be useful sometimes but it sure as heck isn't required. [Sunday, December 06, 2009 11:04:36 AM](#) via [choqoK in reply to cymo](#)
810. [JesusEncinar](#) Lista de ciudades para la concentración hoy a las 20h [#Manifiesto](http://bit.ly/5EX1FC) Porfa RT [Friday, December 04, 2009 1:53:09 AM](#) via web Retweeted by [marcan42](#) and 19 others
811. @[thinkgeek](#) submitted a more detailed bug report, but summary: I get that you aren't shipping to Spain, but improve the way it's handled :) [Friday, December 04, 2009 8:08:04 AM](#) via [choqoK](#)
812. @[thinkgeek](#) if you don't let us ship to Spain then at least let us bill to Spain! Had to greasemonkey-hack it (client-side validation ftw). [Friday, December 04, 2009 7:52:23 AM](#) via [choqoK](#)
813. @[SteveMolaro](#) Also, persistence != burn-in. Don't be alarmed at slight _positive_ (not negative) afterimages, they go away. [Thursday, December 03, 2009 12:53:13 PM](#) via [choqoK](#)
814. @[SteveMolaro](#) Basically, lower the brightness/contrast to sanity (good for your eyes as well as the TV) and you'll be fine. [Thursday, December 03, 2009 12:51:43 PM](#) via [choqoK](#)
815. Hah, searching for "ladrones" (thieves) on google.es *still* takes you to the Spanish RIAA page (yay old-new googlebomb) <http://is.gd/56VnI> [Sunday, November 29, 2009 9:45:05 AM](#) via [choqoK](#)
816. @[Jackhanford](#) Any old generic SSH dictionary attack would have owned your phone even without iPhone-specific malware around [Saturday, November 28, 2009 11:09:43 PM](#) via [choqoK in reply to Jackhanford](#)
817. @[Jackhanford](#) It's never been safe to leave SSH enabled with default pwds, and if you didn't know that you're in the "stupid user" category,. [Saturday, November 28, 2009 5:55:43 PM](#) via [choqoK in reply to Jackhanford](#)
818. @[Jackhanford](#) Sure, but why would you turn SSH on in the first

place? [Friday, November 27, 2009 8:58:15 PM](#) via [choqoK in reply to Jackhanford](#)

819. Getting annoyed at the "jailbroken iPhones vulnerable" BS. You are SAFE unless you're an idiot and install SSH w/o changing passwords.

[Friday, November 27, 2009 12:02:14 PM](#) via [choqoK](#)

820. I just had to ban the first person ever from sending me *e-mails* (no, not spam). Congrats, clueless pseudoscientific idiot. [Tuesday, November 17, 2009 2:54:37 PM](#) via [choqoK](#)

821. @[mattbraga](#) possibly; I'm trying to get the team on board to see if it catches on for some tasks. It certainly looks interesting :) [Saturday, November 14, 2009 8:33:10 AM](#) via [choqoK in reply to mattbraga](#)

822. @[jotajota91](#) hell if I know. people invited by google (I put in my request ages ago) presumably get them, people invited by others don't? [Friday, November 13, 2009 7:58:52 PM](#) via [choqoK in reply to jotajota91](#)

823. So true! RT @[HaraTaiki](#): See: <http://i.imgur.com/zVn91.jpg> [Friday, November 13, 2009 7:55:23 PM](#) via [choqoK](#)

824. not giving invites out to random people, at least not until I'm fully convinced that the people I know don't want them :P plus I have like 6 [Friday, November 13, 2009 7:53:57 PM](#) via [choqoK](#)

825. woo I got google wave! [Friday, November 13, 2009 6:16:23 PM](#) via [choqoK](#)

826. @[gecko42](#) I would, but my screen is busted and I'm waiting for a new one. [Friday, November 06, 2009 3:58:47 PM](#) via [choqoK](#)

827. @[copumpkin](#) @[cpich3g](#) is using binary cheating? :P LSB XOR LSB! [Thursday, November 05, 2009 3:59:13 PM](#) via [choqoK](#)

828. @[gnihsu](#)⁰⁸¹ means SD Host Controller, not SD High Capacity. Because apparently the same idiot who designed them gave them the same acronym. [Monday, November 02, 2009 3:37:19 AM](#) via [choqoK](#)

829. RT @[iphone_dev](#) great stuff geohot - nice write up <http://bit.ly/fYsQv> on why you should NEVER pay for jailbreaks and unlocks [#jodyfail Sunday, November 01, 2009 5:49:42 AM](#) via [choqoK](#)

830. That means help us test, pretty please! <http://is.gd/4IPWM> [Saturday, October 31, 2009 3:32:17 PM](#) via [choqoK](#)

831. Okay, you don't ACTUALLY have to be a masochist to sync iPhones on Linux, just a good tester ;) <http://is.gd/4IPWM> [Saturday, October 31, 2009 3:31:08 PM](#) via [choqoK](#)

832. if you *actually* want to sync your iPhone with Linux now see here: <http://is.gd/4IPWM> *note: requires being a masochist or insane [Friday, October 30, 2009 11:53:29 PM](#) via [choqoK](#)

833. libgpod ultra-broken alpha branch now plays nicely with iTunes and iPhone 3.x and supports most basic sync stuff. Yay! Getting there... [Friday, October 30, 2009 10:20:41 AM](#) via [choqoK](#)

834. <http://is.gd/4EePk> page now served to you as ~64k of static data. Slashdot, I dare you. Oh, and it turns out gzipping jpegs is worth it. [Tuesday, October 27, 2009 7:22:51 PM](#) via [choqoK](#)

835. ok, site should *really* be fine now. [Tuesday, October 27, 2009 5:58:31 PM](#) via [choqoK](#)

836. ok, blog should be good now, all cache'd up and gzipped. [Tuesday, October 27, 2009 5:35:56 PM](#) via [choqoK](#)

837. @iphoneht1234 it's part of the usbmuxd package [Tuesday, October 27, 2009 5:20:51 PM](#) via [choqoK](#) in reply to iPhoneHT1234
838. ok, nginx serving wp-super-cache now. Apache is down for testing, bet you can't notice it's all static without logging in :) [Tuesday, October 27, 2009 5:20:27 PM](#) via [choqoK](#)
839. ok, I smell slashdot coming sooner or later. must get nginx and wp-super-cache up on my blog! [Tuesday, October 27, 2009 4:56:09 PM](#) via [choqoK](#)
840. @iphoneht1234 Yes! But not with my usbmuxd, using Apple's. But you can use my python forwarder - run the python_client stuff under Win. [Tuesday, October 27, 2009 4:24:17 PM](#) via [choqoK](#)
841. usbmuxd-1.0.0-rc1 released, please test and report bugs! <http://is.gd/4EEPk> [Tuesday, October 27, 2009 11:49:52 AM](#) via [choqoK](#)
842. people, stop asking me about jailbreaks and unlocks. I know nothing about that. [Saturday, October 24, 2009 2:42:54 PM](#) via [choqoK](#)
843. @dotbin I'll write a detailed post about it soonish. It's not very complicated, some is off-the-shelf and some is custom. [Saturday, October 24, 2009 11:04:38 AM](#) via [choqoK](#) in reply to dotbin
844. Circlescope loves chiptunes <http://is.gd/4zBTi> [Saturday, October 24, 2009 11:03:49 AM](#) via [choqoK](#)
845. The ultimate awesome: LASERS, SHARKS, and PIRATES! <http://is.gd/4yKeo> ok now I can sleep. [Friday, October 23, 2009 9:53:26 PM](#) via [choqoK](#)
846. sooo pretty and dangerous! <http://is.gd/4yFst> <http://is.gd/4yFTp> [Friday, October 23, 2009 9:01:41 PM](#) via [choqoK](#)
847. <http://is.gd/4wCJr> Windows 7 fan, I promise! [Thursday, October 22, 2009 5:43:31 PM](#) via [choqoK](#)
848. @cymo crappy laser picture: <http://is.gd/4vYr7> [Thursday, October 22, 2009 8:28:14 AM](#) via [choqoK](#)
849. Oh yeah, and along the "marcan tweets? OMG!" lines, vanilla iPhone 3.x syncing coming to Linux soon :) [Wednesday, October 21, 2009 7:35:55 PM](#) via [choqoK](#)
850. The laser lives again, this time at 60mW! Muahahahaha! [Wednesday, October 21, 2009 7:34:49 PM](#) via [choqoK](#)
851. Damn, 1 out of 4 tweets failed. Twitter reliability = fail. Wrapping tweet code in for i in range(5):... [Tuesday, October 20, 2009 7:49:33 PM](#) via [choqoK](#)
852. @MuscleNerd awesome, I knew someone would figure it out eventually :) Now I need to figure out how to upgrade to 3.x with a busted screen! [Sunday, October 18, 2009 4:19:10 PM](#) via [choqoK](#)
853. @drmmundy I keep my PC on for weeks with a browser open and don't randomly check for addon updates :) [Thursday, October 15, 2009 6:50:57 PM](#) via [choqoK](#)
854. @angiexpangie Enough pain with Adobe Flash on Linux already, especially 64-bit. Not about to embrace AIR. Besides, I want KDE integration. [Thursday, October 15, 2009 4:12:06 PM](#) via [choqoK](#)
855. Trying Choqok. Looks interesting. [Thursday, October 15, 2009 4:05:58 PM](#) via [choqoK](#)
856. Looking for a *linux* Twitter client, and AIR apps don't count. Preferably KDE-based. If only the Plasma applet wouldn't crash... [Thursday, October 15, 2009 3:48:46 PM](#) via web

857. @devilwarier9 Adobe AIR? No thanks. Flash is bad enough already.
[Thursday, October 15, 2009 3:43:58 PM](#) via web
858. @comex the new color scheme is just terrible, and I just don't like the way they pushed the change with little to no warning. [Thursday, October 15, 2009 3:41:02 PM](#) via web
859. damn, #twitterfox changed to #echofon and now it's made of fail. Finding another twitter client. [Thursday, October 15, 2009 3:35:55 PM](#) via web
860. @izsh1911 there are plenty of phones out there with a front camera and video chatting (just no one does it because it's a ripoff ;))
[Thursday, October 15, 2009 1:04:07 PM](#) via Echofon
861. We won? Homebrew scam sellers finally forcing their users to go through our big fat scam warning screen. Ninty, thanks for last update. [Wednesday, October 14, 2009 5:25:35 PM](#) via Echofon
862. @c1de0x AFAICT, the time until a fix for this update will solely depend on how much these guys slack it off. It's pwned already :-)
[Tuesday, September 29, 2009 6:57:15 AM](#) via Echofon
863. @batty883 how the heck would I know? I don't work for nintendo.
[Tuesday, September 29, 2009 6:55:23 AM](#) via Echofon
864. @batty883 blocks homebrew (probably not for long), any actual features unknown. [Monday, September 28, 2009 9:12:22 PM](#) via Echofon
865. @batty883 NOW. If you mean the "next next" one, how would we know? [Monday, September 28, 2009 7:57:52 PM](#) via Echofon
866. @Wiimpersonator totally works! Follow him if you don't want to be caught off-guard next Wii update :-)
[Monday, September 28, 2009 7:33:15 PM](#) via Echofon
867. Epic: Gameboy Color Boot ROM dumped, sans microscope and deadly acid. <http://www.fpgb.org> Good job, costis! [Monday, September 28, 2009 8:44:08 AM](#) via Echofon
868. And 5 more things I thought were bugs are now fixed. Damn you annoying permissions glitch. [Saturday, September 26, 2009 7:42:18 AM](#) via Echofon
869. If your KDE4 is broken, try running 'chmod -R ugo+rX /usr/share/kde4/'. This thing has been biting me back again and again: broken dir perms [Saturday, September 26, 2009 7:37:44 AM](#) via Echofon
870. @mortalkastor that's a cool little chip! I don't have immediate plans to butcher my GBC further but I bet I'll have some uses for it.
[Friday, September 18, 2009 11:15:45 PM](#) via Echofon
871. Gameboy color faster than a GBA: <http://bit.ly/UXaS9> [Friday, September 18, 2009 5:41:08 PM](#) via Echofon
872. @copumpkin heisenbug! I hate those :([Wednesday, September 16, 2009 11:50:27 PM](#) via web
873. @Xuzz149 Twitter does RSS feeds for me [Monday, September 14, 2009 6:38:32 PM](#) via Echofon
874. This takes the cake for weirdest bug ever: <http://bit.ly/3MS8OR> Characters ORed with 1, only bold, only that site, copy paste is okay. WTF. [Monday, September 14, 2009 11:41:58 AM](#) via Echofon
875. @Xuzz mine totally took less time to develop and has a cooler background image :P [Tuesday, September 08, 2009 6:26:15 PM](#) via

web

876. OS X SL bug: @izsh1911 and I are getting this: <http://bit.ly/8R8zj> is anyone else? [Tuesday, September 08, 2009 3:22:21 PM](#) via web
877. Why not: @Wiimpersonator [Tuesday, September 08, 2009 8:17:02 AM](#) via web
878. @AnthonyKash <http://bit.ly/phken> [Thursday, September 03, 2009 4:35:49 PM](#) via Echofon
879. @AnthonyKash I might try to figure out if a 64-bit EFI upgrade is feasible... [Thursday, September 03, 2009 8:48:09 AM](#) via Echofon
880. @AnthonyKash I think there's already a boot.efi hack for machines with 64-bit EFI. I hear my Mini probably has 32-bit EFI and won't work. :([Thursday, September 03, 2009 8:47:52 AM](#) via Echofon
881. @qcjeph: please please pretty please switch to truecolor 24-bit PNGs. The dithering is killing me! [Wednesday, September 02, 2009 11:17:36 AM](#) via Echofon
882. @MuscleNerd: You mean you _downgraded_ from PS3 to PS3 slim. No Linux. [Wednesday, September 02, 2009 10:15:20 AM](#) via Echofon
883. I has modulation! <http://bit.ly/GEwlN> [Tuesday, September 01, 2009 11:41:43 AM](#) via Echofon
884. laser analog modulation done in 3... 2... ;) Can't wait to see what it looks like! [Saturday, August 29, 2009 8:15:30 PM](#) via Echofon
885. @dontrythis: on a similar note, orthographic projections are weird. <http://bit.ly/3tbqIa> Which way is it turning? It mirrors if you switch! [Sunday, August 23, 2009 8:45:48 PM](#) via Echofon
886. @dontrythis my conclusion re: mirrors was that mirror images are right, and "reality" isn't. You turn around (flipping X) to face someone. [Sunday, August 23, 2009 8:42:13 PM](#) via Echofon
887. Trac wiki mirror: <http://bit.ly/ODuVk> #a51mirror #har2009 [Saturday, August 15, 2009 9:22:05 AM](#) via web
888. Git-svn mirror <http://bit.ly/14b9Xd> please mirror <http://bit.ly/n0DBz> ! #a51mirror #har2009 [Saturday, August 15, 2009 9:00:23 AM](#) via web
889. RT Webmasters: pls mirror this site <http://bit.ly/n0DBz> - check out the src from svn and tweet mirrors with #a51mirror #har2009 tags pls RT [Saturday, August 15, 2009 8:54:17 AM](#) via Echofon
890. IMMA CHARGIN MA LAZER! (so say @copumpkin @izsh1911) <http://bit.ly/azy5p> [Friday, August 14, 2009 4:43:40 PM](#) via Echofon
891. @MuscleNerd yeah, that's the place. Fun indeed, I'm just now scanning my first pictures (sans blanking) :-) [Friday, August 14, 2009 11:13:04 AM](#) via Echofon in reply to MuscleNerd
892. @MuscleNerd all I did (so far) is glue down the parts onto a chunk of wood and solder the inputs to an audio jack. The fun starts now :) [Friday, August 14, 2009 10:12:15 AM](#) via Echofon in reply to MuscleNerd
893. Laser scanner arrived! <http://bit.ly/1Obvn> muahahaha [Friday, August 14, 2009 9:16:16 AM](#) via Echofon
894. Now if I only started backing up my home computers... my excuse so far is that I end up uploading stuff I do to the/a server anyway. [Wednesday, August 12, 2009 3:07:08 PM](#) via Echofon
895. @knotbeer yeah, I've neglected my 2GB backup space for way too

- long. But hey, things feel just a bit better now :) [Wednesday, August 12, 2009 3:05:44 PM](#) via [Echofon](#) in reply to [knotbeer](#)
896. Finally set up backups on the server! Somehow I managed to do so before a disaster. Now I get to wait until one. Hopefully not nukes, eeeew. [Wednesday, August 12, 2009 2:47:40 PM](#) via [Echofon](#)
897. To build a laser scanner/projector or not to build one... that is the question. And the answer is obvious. [Wednesday, August 05, 2009 2:52:05 PM](#) via [Echofon](#)
898. RT @[billprady](#) Army recruitment incentive: when followers hits 7,500, army will be rewarded with dull details of [#bigbangtheory](#) preproduction [Friday, July 31, 2009 3:22:08 PM](#) via [Echofon](#)
899. @[dontrythis](#): twitter's broke, apparently we can't follow @[billprady](#) [Monday, July 27, 2009 8:05:33 PM](#) via [Echofon](#)
900. El número de incidencias de red crece exponencialmente... [#euskal](#) [Wednesday, July 22, 2009 12:45:52 PM](#) via web
901. @[dontrythis](#) yet another instance of DRM screwing over legitimate customers. They should outlaw it (yeah, like that'll ever happen...) [Wednesday, July 15, 2009 3:06:32 PM](#) via [Echofon](#)
902. @[dontrythis](#) did it just need a reset (hold home+power), did it need a restore, or was it an actual hardware issue? [Saturday, July 11, 2009 8:33:11 PM](#) via [Echofon](#)
903. Spent 2 hours trying to debug a 3G USB dongle issue. Turns out I think the carrier's data network is down around here. [Thursday, July 09, 2009 5:58:05 PM](#) via [Echofon](#)
904. Fixed 105C GPU. Heatsinks were covered up in dust. Hope removing the fan under the user-serviceable cover won't void the warranty! [Wednesday, July 08, 2009 8:47:25 AM](#) via [Echofon](#)
905. @[hackint0sh](#) I don't see it, but maybe yours has it. It might be an issue though, HT makes your system SMP and maybe the BIOS won't like it.. [Tuesday, July 07, 2009 6:33:22 PM](#) via [Echofon](#)
906. GPU likes to hit 105C under load. Can't imagine that being healthy for the silicon. Yay for the extremely crappy cooler on this laptop. [Wednesday, July 01, 2009 9:35:58 PM](#) via web
907. @[hackint0sh](#) <http://bit.ly/reX3y> ;) [Sunday, June 28, 2009 9:31:11 AM](#) via web in reply to [hackint0sh](#)
908. RT @[iphone_dev](#): please consider UNFOLLOWING @[quickpwn](#) - he has nothing to do with the iPhone DevTeam. He confuses our work - please RT [Friday, June 26, 2009 10:20:43 PM](#) via web
909. @[hackint0sh](#) About to crash, I'll blog about it after some sleep :-)
[Friday, June 26, 2009 9:31:01 PM](#) via web in reply to [hackint0sh](#)
910. @[hackint0sh](#) Just hacked the VT bit in my BIOS. Hacky, I had to flash it all using their flasher, but it's worth it (now I can use 64bit VMs) [Friday, June 26, 2009 8:34:15 PM](#) via web in reply to [hackint0sh](#)
911. @[hackint0sh](#) also the VZ header stuff is also documented, they're called TE Images, see PEI Core <http://bit.ly/1ggSTZ> [Wednesday, June 24, 2009 7:52:15 PM](#) via web in reply to [hackint0sh](#)
912. @[hackint0sh](#) Wrote a FS dumper for UEFI. Unlzma the first lzma blob, run fvdump on it, then <http://pastie.org/523776> on fv-00000010.bin [Wednesday, June 24, 2009 7:50:01 PM](#) via web in reply to [hackint0sh](#)

913. @hackint0sh <http://bit.ly/KVJE2> - I think the chinese version is a hacked version of that. [Wednesday, June 24, 2009 5:10:11 PM](#) via web [in reply to hackint0sh](#)
914. @hackint0sh I downloaded it, and in fact I also found a non-chinese version elsewhere. But both versions hang when trying to open the FD. [Wednesday, June 24, 2009 12:34:04 PM](#) via web [in reply to hackint0sh](#)
915. @hackint0sh but scanlзма worked! thanks, I didn't know they were using the bog standard LZMA format that lzma can unpack. Should've tried :) [Wednesday, June 24, 2009 11:24:04 AM](#) via web [in reply to hackint0sh](#)
916. @hackint0sh the biosrepair.com tool just infinite loops chewing up RAM for me :([Wednesday, June 24, 2009 11:23:28 AM](#) via web [in reply to hackint0sh](#)
917. @hackint0sh I'd like to figure out enabling VT-X on my Aspire 8930G (CPU supports it). <http://pastie.org/522943> maybe Setup/Custom vars? [Wednesday, June 24, 2009 7:33:12 AM](#) via web [in reply to hackint0sh](#)
918. @hackint0sh good work! I did an FV dumper and also a variable dumper: <http://pastie.org/522939> - run vardump on the variables FV (00180000) [Wednesday, June 24, 2009 7:30:44 AM](#) via web [in reply to hackint0sh](#)
919. @QuickPWN you're worse than the scammers that sell Wii homebrew tools for \$25. [Tuesday, June 23, 2009 4:57:56 PM](#) via web
920. @karthikrg my laptop (Acer Aspire) has UEFI (I checked)... but you can't see it! It isn't documented and just acts like a normal BIOS :([Tuesday, June 23, 2009 10:45:38 AM](#) via web [in reply to karthikrg](#)
921. @karthikrg I haven't looked into EFI but I can't imagine it being worse than ACPI at all. [Tuesday, June 23, 2009 10:42:19 AM](#) via web [in reply to karthikrg](#)
922. @karthikrg Not so (needlessly) diverse h/w would've been nice. ACPI doesn't work that well in practice, and most DSDTs are broken somehow... [Monday, June 22, 2009 9:13:25 PM](#) via web [in reply to karthikrg](#)
923. @chris_johnston partially used <http://bit.ly/GnJJe> conf <http://bit.ly/GSBs6> left apache on 80 (easier) and iptabled 80->8080 for nginx [Sunday, June 21, 2009 3:10:12 PM](#) via web [in reply to chris_johnston](#)
924. @WunSick got tired of wii stuff, now I'm screwing around with chinese MP4s and other nonsense :P [Friday, June 19, 2009 3:08:32 PM](#) via web [in reply to WunSick](#)
925. <http://hackmii.com> server now serving wp-super-cached static pages using nginx. Shouldn't crash and burn as bad next time it gets hammered. [Friday, June 19, 2009 2:34:05 PM](#) via web
926. @c0stantin0s come on, I'm sure you can manage to find the URL yourself :P [Friday, June 19, 2009 2:30:37 PM](#) via web [in reply to c0stantin0s](#)
927. @didyouknow411 @wifone it's for Linux but point the OSX86 guys to <http://bit.ly/12fsDj> and I bet they can use it too ;) "set coeffs 3&8 to 0" [Friday, June 19, 2009 2:29:11 PM](#) via web [in reply to](#)

[didyounow411](#)

928. @[karthikrg](#) it's a hideous overcomplicated beast that no one implements right. [Friday, June 19, 2009 2:25:30 PM](#) via web [in reply to karthikrg](#)
929. Latest toy: 30mW green laser pointer from DX. Awesome. [Friday, June 19, 2009 2:24:21 PM](#) via web
930. I hate ACPI. Very much. [Thursday, June 18, 2009 8:59:01 PM](#) via web
931. @[iphone_dev](#) just twitter-pwned my server and still melting down even though the twit got removed. Behold the almighty power of the iPhone. [Thursday, June 18, 2009 3:35:21 PM](#) via web
932. from kde laptop support: // this method doesn't support multiple CPU's but this shouldn't be a problem on notebooks... [Tuesday, June 16, 2009 5:57:37 PM](#) via web
933. 2D graphics engine works! <http://bit.ly/5FxxvN> see <http://marcansoft.com/blog/sunplus> [Tuesday, June 09, 2009 9:29:55 PM](#) via web
934. I voted today, and I hope you did too! [Sunday, June 07, 2009 12:38:07 PM](#) via web
935. nvidia likes to crash when using VDPAU now :([Friday, June 05, 2009 7:59:06 PM](#) via web
936. realtek sucks. Made 5.1 work on ALC889 by flipping random vendor reg bits until it worked. [Monday, June 01, 2009 9:15:57 PM](#) via web
937. finally finished with the server. time to catch some sleep. [Tuesday, May 26, 2009 9:01:36 PM](#) via web
938. server's having fun. FS random time travel (wtf), much-needed updating, running out of disk space, blargh [Tuesday, May 26, 2009 4:58:11 PM](#) via web
939. @[matthewbloch](#) sounds like your failsafe "stuff is down" servers are going to need a dedicated UPS along with the routers in front ;-) [Monday, May 25, 2009 9:02:23 PM](#) via web
940. @[matthewbloch](#) bad month, no? hope things go well. [#bytemark Monday, May 25, 2009 7:23:13 PM](#) via web
941. @[CACert_ME](#) can't DM if you don't follow me - it's hector@marcansoft.com. No [#cacert](#) TTP program even for Spain? [7:18 PM May 25th, 2009](#) via web [in reply to CACert_ME](#)
942. @[matthewbloch](#) is something down again? no VM ping, no VM host ping, bytemark.co.uk hangs during HTTP request [#bytemark 7:11 PM May 25th, 2009](#) via web
943. Great, the Spanish government violates the LGPL. Smartcard ID software is based on OpenSC and no source. [7:08 PM May 25th, 2009](#) via web
944. Upgrading media player while listening to music using it. It's these times I appreciate having a decent OS. [5:47 PM May 24th, 2009](#) via web
945. Might become a CACert assurer - having a little event at Euskal Encounter 17. Passed Assurer exam, need TTPs. [cacert.org euskal.org 5:45 PM May 24th, 2009](#) via web
946. This seems to be all the rage these days, I'll jump on the bandwagon. marcan is of course taken *sigh*. Wasted 45m making the tiled bg.

7:47 PM May 11th, 2009 via web

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EXHIBIT Q

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
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SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
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Two-way (sending and receiving) short codes:

Country	Code	For customers of
Australia	• 0198089488	Telstra
Canada	• 21212	(any)
United Kingdom	• 86444	Vodafone, Orange, 3, O2
Indonesia	• 89887	AXIS, 3, Telkomsel
Ireland	• 51210	O2

Two-way (sending and receiving) short codes:

India	• 53000 Bharti Airtel, Videocon
Jordan	• 90903 Zain
New Zealand	• 8987 Vodafone, Telecom NZ
United States	• 40404 (any)

Codes for other countries



gnihsb

- Name bushing
- Location California
- Web <http://hackmii.com>
- Bio tinkerer

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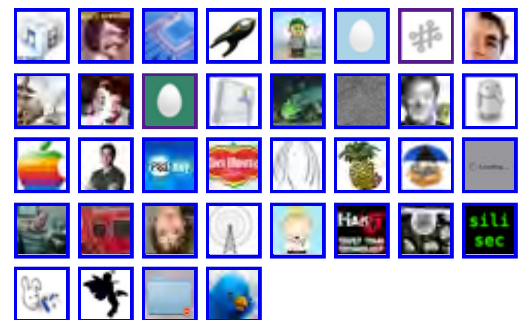
1. [fail0verflow](#) Seems YouTube refuses to do anything about impersonation reports. Everyone please flag "fail0verflow"'s videos as Spam->Scams/Fraud. [Friday, December 31, 2010 9:22:25 PM](#) via [Choqok](#) Retweeted by [gnihsb](#) and 31 others
2. [rootlabs](#) PS3 priv signing key exposed. Apparently Sony does not read our blog. <http://is.gd/hrxqb> Congrats: [@gnihsb](#) [@marcan42](#) [@fail0verflow](#) [#27c3](#) [Wednesday, December 29, 2010 5:17:50 PM](#) via web Retweeted by [gnihsb](#) and 100+ others
3. [MuscleNerd](#) Slides for Sony's "biggest fail in crypto history" at <http://is.gd/jLIUU> (via <http://is.gd/jLJrM>) [Thursday, December 30, 2010 5:20:33 AM](#) via web Retweeted by [gnihsb](#) and 100+ others
4. [@comex](#) eh? protested too much? [Thursday, December 30, 2010 5:03:13 AM](#) via web [in reply to comex](#)
5. Does anyone at [#27c3](#) know where to find a local copy of the [#a51](#) [#GSM](#) [#rainbowtables](#)? [Wednesday, December 29, 2010 12:48:57 PM](#) via web
6. [@mattbraga](#) yup [Wednesday, December 29, 2010 9:45:09 AM](#) via web [in reply to mattbraga](#)
7. [fail0verflow](#) Look out for the awesome treasure hunt on the walls of the hackcenter. Hint, you might need a smartphone ;) [Wednesday, December 29, 2010 8:24:57 AM](#) via web Retweeted by [gnihsb](#) and 21 others
8. [@ian_cal](#) ya, thanks! And the wife says I got an xmas present in the mail at home from HK, can't wait ;) [Wednesday, December 29, 2010 5:40:45 AM](#) via web [in reply to ian_cal](#)

Lists

- [@gnihsb/fail](#)

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9. @gameshack yes. Attn all students: tune in to #27c3 hall 1 in 12 hours for a rare algebra lesson by Segher [Tuesday, December 28, 2010 7:02:45 PM](#) via [Twitterrific in reply to gameshack](#)
10. pwned by #27c3 / hackcenter. or maybe jetlag. how2tell? [Monday, December 27, 2010 8:12:07 AM](#) via web
11. SFO -> FRA #27c3 [Saturday, December 25, 2010 1:47:57 PM](#) via web
12. [xorloser](#) Last chance to sell any Sony stock you may have [Friday, December 24, 2010 5:00:01 PM](#) via [Twitterrific](#) Retweeted by [gnihsb](#) and 10 others
13. [pytey](#) uh-oh <http://twitpic.com/3ivg02> [Thursday, December 23, 2010 3:16:24 PM](#) via [Tweetie for Mac](#) Retweeted by [gnihsb](#) and 4 others
14. [scanlime](#) Only 17 hours left to be an early adopter of the first open source USB analyzer! <http://kck.st/hxl2x9> [Tuesday, December 21, 2010 11:49:35 PM](#) via web Retweeted by [gnihsb](#) and 2 others
15. @altium thanks =) [Saturday, December 18, 2010 7:58:27 PM](#) via web [in reply to altium](#)
16. @altium It's barely usable in VMware, but snappy in Parallels (+ trackpad gestures work!). Snappier in BootCamp, but then I feel dirty :([Saturday, December 18, 2010 3:35:33 PM](#) via web [in reply to altium](#)
17. I <3 @altium 's pinswapping feature. Now let me run this without virtualization on my MacBook, dammit [Saturday, December 18, 2010 3:45:59 AM](#) via web
18. @shinydistractns Cool, let me know where I can actually buy an ATMEGA16U4 and when you've ported OpenOCD & XMOS tools to work with it kthx [Thursday, December 16, 2010 2:03:19 PM](#) via web [in reply to shinydistractns](#)
19. [altium](#) Altium is flattered to learn our software chosen for the @OpenVizsla project. @Engadget: <http://is.gd/iO4kf> #EDA [Wednesday, December 15, 2010 1:32:04 PM](#) via web Retweeted by [gnihsb](#) and 3 others
20. #OpenVizsla PCB status: 547/657 connections routed (83.26%) for first proto <http://kck.st/hxl2x9> [Wednesday, December 08, 2010 8:46:12 PM](#) via web
21. @comex @p0sixninja zOMG how are you gonna fit it in 140 bytes? that's uberleet [Wednesday, December 08, 2010 8:29:43 PM](#) via web [in reply to comex](#)
22. thanks @chpwn, you rock =) [Monday, November 22, 2010 5:17:21 PM](#) via web [in reply to chpwn](#)
23. Big new hobby project -- Kickstarter - "OpenVizsla" Open Source USB Protocol Analyzer: <http://kck.st/hxl2x9> [Monday, November 22, 2010 5:05:22 PM](#) via web
24. [usbgecko](#) <http://www.pastie.org/private/jtwvs8q9zytnh5eqdgkig> libftdi ftw. Official Mac drivers are kinda crazy. [Tuesday, November 16, 2010 7:03:08 AM](#) via web Retweeted by [gnihsb](#) and 1 other
25. damn you, pytey ... I just chipped \$150 in to <http://kck.st>

- [/exqqmp](#), let's hear it for circuit-bending! woo woo
[Wednesday, November 17, 2010 11:12:50 PM](#) via web
26. [iphone_dev](#) nice work! [@marcan42](#) wins the \$3K from Adafruit! [http://j.mp/9hN094](#) [Wednesday, November 10, 2010 11:58:55 AM](#) via [Tweetie for Mac](#) Retweeted by [gnihsb](#) and 77 others
27. Words to live by: The Self-Repair Manifesto from iFixit: We have the right to repair our things [http://iFixit.com/Manifesto](#) [Tuesday, November 09, 2010 2:31:03 AM](#) via [Pay with a Tweet](#)
28. ha! [@stephenfry](#) I think I've just noticed what [@pytey](#) is up to! Notice he is following [@ParanormalAlert](#) =) [Monday, October 11, 2010 1:37:09 PM](#) via web
29. [@scanlime](#) what is the meaning of life? [Monday, October 11, 2010 1:34:25 PM](#) via web [in reply to scanlime](#)
30. [@ian_cal](#) So where/when can I buy one? do want! [Thursday, September 30, 2010 5:43:37 PM](#) via web [in reply to ian_cal](#)
31. [ian_cal](#) [@gnihsb](#) [@trap0xf](#) [http://www.flickr.com/photos/53552434@N07/5035752764/](#) [Wednesday, September 29, 2010 12:34:12 AM](#) via [TweetDeck](#) Retweeted by [gnihsb](#)
32. [@donsbot](#) Do you know who won the lightning round for the [#icfp](#) contest? [Tuesday, September 28, 2010 4:13:17 PM](#) via web [in reply to donsbot](#)
33. damn you Akamai, I got bit by this for months:
[http://apcmag.com/why-using-google-dns-opendns-is-a-bad-idea.htm](#) [#googledns](#) [#opendns](#) [#akamai](#) [Monday, September 20, 2010 1:50:04 PM](#) via web
34. note to self: hotplate with magnetic stirbar (off!) may work ok for reflow-soldering most PCBs, but maybe not such a hot idea with inductors [Sunday, September 19, 2010 6:59:17 PM](#) via web
35. [@daeken](#) Neat, though a better question might be -- could one actually sleep with it strapped to your head? :) (zOMG 6-8 week backorder!) [Monday, September 13, 2010 3:56:53 PM](#) via web [in reply to daeken](#)
36. [@daeken](#) do you think that thing could detect sleep spindles? [Monday, September 13, 2010 3:47:46 PM](#) via web [in reply to daeken](#)
37. [@Philious](#) see zero seven six one six one four dee six ee three three seven one six ay eff seven one nine ee one zero zero ee see five six de [Monday, September 13, 2010 3:44:35 PM](#) via web [in reply to Philious](#)
38. mist explains why "Linux is Inevitable" on the PS3 --
[http://www.pagetable.com/?p=376](#) [Friday, September 10, 2010 7:13:24 PM](#) via web
39. very nice analysis of PS3 Jig challenge-response auth by gray: [http://bit.ly/94Z22t](#) [Tuesday, August 31, 2010 11:30:31 AM](#) via web
40. I learned to code on one of these, *snif*:
[http://www.flickr.com/photos/dansays/sets/72157603835099525/](#) [Thursday, August 26, 2010](#)

- 8:57:12 PM via web
41. HUGHALUGHALG [#poweroutage](#) [#pge](#) Wednesday, August 25, 2010 12:59:31 AM via [Twitterrific](#)
 42. had a great time meeting the @[hak5](#) crew at their birthday party near SF with @[dualcoremusic](#) on the mic - ok, enough fun, back to [#DSi](#) hax [Saturday, August 14, 2010 10:18:55 PM](#) via [Twitterrific](#)
 43. @[TheFunkisHere](#) sorry, was visiting .au but live in the only true "bay area" - silicon valley :) [Saturday, August 14, 2010 10:13:38 PM](#) via [Twitterrific](#) in reply to [TheFunkisHere](#)
 44. @[SquidMan72](#) how close will you be to the bay area? [Thursday, August 12, 2010 5:59:36 PM](#) via [Twitterrific](#) in reply to [trap0xf](#)
 45. [semiconduktor](#) E*/NDS appellate ruling in NDS favor. E* on the hook for \$17,936,237.80 USD to NDS!!! Download PDF @ [http://flylogic.net/09-55005.pdf](#) [Friday, August 06, 2010 10:01:45 PM](#) via web Retweeted by [gnihsb](#) and 1 other
 46. @[slashclee](#) ur doing it rong lol [Monday, August 02, 2010 9:36:14 PM](#) via [Twitterrific](#) in reply to [slashclee](#)
 47. @[eevblog](#) I'm visiting Sydney, where do all the leet hardware hackers hang out here? "Winter" in August is a bit trippy [Monday, August 02, 2010 8:22:54 PM](#) via [Twitterrific](#)
 48. Hoarse or pwnie, @[dualcoremusic](#) and @[drraid](#) rox0red [#defcon](#) ! [Sunday, August 01, 2010 10:24:47 PM](#) via [Twitterrific](#)
 49. NINJA MATCH BUSHING VS GEOHOT lulz [http://twitpic.com/2assjw](#) [Sunday, August 01, 2010 3:40:42 PM](#) via [Twitpic](#)
 50. [drspringfield](#) Don't need my Ninja party invite... feel free to use it [#defcon](#) [#ninjaparty](#) [http://twitpic.com/29x8uq](#) [Thursday, July 29, 2010 10:22:08 PM](#) via [Twitpic](#) Retweeted by [gnihsb](#) and 3 others
 51. @[joshwrobel](#) lol [#newiphonedevteam](#) [#shitsta1n](#) [Thursday, July 29, 2010 9:57:09 PM](#) via web in reply to [joshwrobel](#)
 52. @[dualcoremusic](#) when do you go on tonight? [Thursday, July 29, 2010 7:08:29 PM](#) via web in reply to [dualcoremusic](#)
 53. hmpf--anyone know how a hardware hacker brotha can get a badge? :) [http://hardware.slashdot.org/comments.pl?sid=1735690](#) [#defcon](#) [#ninjaparty](#) [Wednesday, July 28, 2010 8:22:13 PM](#) via web
 54. @[alchemistmuffin](#) Paste "line of code" or STFU kthx [Thursday, July 15, 2010 4:42:36 AM](#) via web
 55. @[dualcoremusic](#) props 4 freestyle: [http://bit.ly/9aDU7X](#) (better quality than earlier vid, I hope) [#recon](#) [#dualcore](#) [#drraid](#) [#nerdcore](#) [Sunday, July 11, 2010 12:58:30 AM](#) via web
 56. int80 >> HPV (too legit for my 16gb phone ...) [#recon](#) [http://www.youtube.com/watch?v=YMj80do1ADM](#) [Saturday, July 10, 2010 8:15:25 PM](#) via [Twitterrific](#)
 57. Learning about HPV at a bar at a hacker conference ?!

- [#recon](#) [Saturday, July 10, 2010 7:03:19 PM](#) via [Twitterrific](#)
58. [@diretraversal](#) do you have A/C? Cuz we don't :([#recon](#) [#ETOOMUCHHAXORSWEAT](#) [Saturday, July 10, 2010 1:27:46 AM](#) via [Twitterrific in reply to diretraversal](#)
59. [@Ma_Or](#) how? I never succeeded with the M001 sources :([Friday, July 09, 2010 7:22:43 AM](#) via [Twitterrific in reply to Ma_Or](#)
60. [@bow_sineath](#) thank god; I'm on room #2, someone tried to RE the thermostat in my first room and broke off the control dial :([#recon](#) [Thursday, July 08, 2010 7:04:52 PM](#) via web [in reply to bow_sineath](#)
61. Just hopped in a taxi, on my way to Montreal for recon.cx [#recon2010](#) [#recon](#) [Thursday, July 08, 2010 9:03:24 AM](#) via [Twitterrific](#)
62. lol @ <http://www.haxnetwork.net/2010/06/ps3-demotivator/> [Monday, June 21, 2010 2:53:10 AM](#) via web
63. RT [@pytey](#) [@xeonxh](#) 请根据GPL协议推出"Linux version 2.6.29-00236-g4f8dbbb-dirty (simenxie@Szmce01) #2"的源代码 kthx :) [#ekenm001](#) [#GPL](#) [Wednesday, June 09, 2010 12:59:32 PM](#) via [Twitterrific](#)
64. [pytey](#) .[@xeonxh](#) 请根据GPL协议推出"Linux version 2.6.29-00236-g4f8dbbb-dirty (simenxie@Szmce01) #2"的源代码 kthx :) [#ekenm001](#) [#GPL](#) [Tuesday, June 08, 2010 8:00:16 AM](#) via [Twitter for iPhone](#) Retweeted by [gnihsb](#)
65. rofl truth: http://virtualshacklesimages.appspot.com/images/ps3_linux.jpg [Friday, June 04, 2010 2:29:36 PM](#) via web
66. [@mattbraga](#) likewise :) [Thursday, June 03, 2010 3:56:56 PM](#) via web [in reply to mattbraga](#)
67. [ilfak](#) The ARM Decompiler is out: http://www.hex-rays.com/hexarm_compare0.shtml [Thursday, June 03, 2010 2:30:15 PM](#) via web Retweeted by [gnihsb](#) and 47 others
68. [@ilfak](#) Congrats, very nice work! :) [Thursday, June 03, 2010 3:39:57 PM](#) via web [in reply to ilfak](#)
69. [@xeonxh](#) please release GPL source for "Linux version 2.6.29-00236-g4f8dbbb-dirty (simenxie@Szmce01) #2" kthx :) [#ekenm001](#) [#GPL](#) [Monday, May 31, 2010 7:38:15 PM](#) via web
70. [@eevblog](#) looking forward to it :) [Monday, May 31, 2010 7:21:28 PM](#) via web [in reply to eevblog](#)
71. [seedstudio](#) Enter coupon code Gi&Ft64 for 10% discount before May 30th! [Sunday, May 23, 2010 8:37:23 PM](#) via web Retweeted by [gnihsb](#) and 1 other
72. Wouldn't be a proper iPad clone without a dock connector! <http://bit.ly/9IHSa1> [Monday, May 17, 2010 3:04:02 AM](#) via web
73. lulz: <http://bit.ly/d6PtAb> [Saturday, May 15, 2010 12:39:05 AM](#) via web
74. [planetbeing](#) Sound and calling finally work for me on 3G. That was annoying. [Wednesday, May 12, 2010 1:38:02 AM](#) via web Retweeted by [gnihsb](#) and 14 others

75. Still seeing "No internet connection" on @Instapaper Pro 2.2.2 for iPad -- at wits' end. Any suggestions? [Sunday, April 11, 2010 3:46:07 AM](#) via web
76. Anyone looking for a nice, cheap logic analyzer? :D <http://hackmii.com/2010/04/hardware-hacking-on-the-cheap/> [Thursday, April 01, 2010 9:12:45 PM](#) via web
77. @eevblog thanks for the shoutout at <http://www.youtube.com/watch?v=LnhXfVYWYXE> -- I only bought the scope because of your great review :) [Thursday, April 01, 2010 4:19:02 PM](#) via web
78. [KdeL](#) It'll burn the hardware jolts and cause kernel panic! @geohot #effyou [Wednesday, March 31, 2010 9:38:12 PM](#) via [TweetDeck](#) Retweeted by [gnihsb](#)
79. @sony way to screw the pooch, guys [Sunday, March 28, 2010 10:36:05 PM](#) via web
80. fascinating article from bunnie about tearing down microSD cards -- makes me wonder about some of our bootmii problems <http://bit.ly/ba0CCp> [Tuesday, February 16, 2010 4:11:49 PM](#) via web
81. @scanlime watch out, the black helicopters are coming for you [Monday, February 15, 2010 2:06:21 PM](#) via web [in reply to scanlime](#)
82. xorloser had some helpful fixes for geohot's PS3 exploit -- <http://xorloser.com/?p=162> -- is anyone else actually trying this? :/ [Friday, February 05, 2010 2:44:55 PM](#) via web
83. very nice writeup by Root Labs on geohot's PS3 exploit: <http://rdist.root.org/2010/01/27/how-the-ps3-hypervisor-was-hacked> [Thursday, January 28, 2010 1:11:31 PM](#) via web
84. very nice writeup by erant on the process of reversing firmware: <http://lostscrews.com/viewtopic.php?f=10&t=50> [Sunday, January 24, 2010 10:07:11 PM](#) via web
85. @izsh1911 eh? I said nothing! [Friday, January 08, 2010 9:02:04 PM](#) via [Twitterrific](#) [in reply to izsh1911](#)
86. Nice to finally be home after 2 weeks. Oddly comforting to see ads for EDA tools in airport. [Friday, January 08, 2010 9:00:14 PM](#) via [Twitterrific](#)
87. finally back in the states, albeit not at home -- doing the family thing, since I was out of the country for the real xmas :/ [Tuesday, January 05, 2010 8:58:03 PM](#) via web
88. @izsh1911 sweet, any luck reading it with the proxmark3, or will you have to completely rewrite the code first? :) [Saturday, January 02, 2010 12:36:28 PM](#) via [Twitterrific](#) [in reply to izsh1911](#)
89. Bumping around Berlin, post-[#26C3](#). Thank god for random English-speakers! [Saturday, January 02, 2010 4:54:36 AM](#) via [Twitterrific](#)
90. @c1de0x ya [Saturday, December 26, 2009 5:02:24 PM](#) via web [in reply to c1de0x](#)
91. i just stood in line for almost 2 hours for [#26c3](#). it was awesome. like AIDS. [Saturday, December 26, 2009 5:00:08 PM](#) via web

92. tried to buy a ticket for [#26c3](#) but the cash desk is still closed, will "open at \$rand(6,12)". fail. [Saturday, December 26, 2009 8:31:51 AM](#) via web
93. total win: [#nethack](http://bit.ly/x9sNz) [Sunday, November 15, 2009 6:54:01 AM](#) via web
94. @[p0sixninja](#) the only winning move is not to play [Friday, November 06, 2009 12:15:02 AM](#) via web [in reply to p0sixninja](#)
95. @[marcan42](#) thanx for the clarification <3 [Tuesday, November 03, 2009 12:03:58 AM](#) via web [in reply to marcan42](#)
96. @[geohot](#) Make sure you have /Dev/SDKs/MacOSX10.4.sdk installed; export MACOSX_DEPLOYMENT_TARGET=1; gcc -arch ppc -arch i386 <blah> [Monday, November 02, 2009 11:56:52 PM](#) via web [in reply to geohot](#)
97. SDHC = HUGAHUGAGALAGUAGALGh. [Monday, November 02, 2009 1:01:58 AM](#) via web
98. Are there actually *any* SD Host Controller drivers for embedded platforms out there that don't use SPI mode? I think they don't exist :([Saturday, October 31, 2009 5:06:26 PM](#) via web
99. @[ilfak](#) Yes, but it's a pretty overhyped bug... hard to hit <http://bit.ly/3IydBQ> [Wednesday, October 14, 2009 1:33:43 PM](#) via web [in reply to ilfak](#)
100. woo woo jailbreak chain [Wednesday, October 14, 2009 4:49:44 AM](#) via web
101. holy shit they open-sourced d2pro ?! (extremely popular Wii modchip VHDL under GPLv3) <http://code.google.com/p/d2project/> [4:44 PM Oct 3rd, 2009](#) via web
102. nintendo fails so hard that they have to go through <http://bit.ly/3UhmN> and delete posts every 30 seconds, due to http://bit.ly/wii4_2 [12:01 PM Sep 30th, 2009](#) via web
103. zomg nintendo released another update solely targeted at us, wheeee [1:17 AM Sep 29th, 2009](#) via web
104. @[geohot](#) rumor has it that Adobe is the reason HFS+ is case-insensitive by default :(:([1:38 PM Sep 26th, 2009](#) via web [in reply to geohot](#)
105. @[wizdaz](#) nice, are those javascript (like OS X widgets) or real code? :) [1:09 PM Sep 26th, 2009](#) via web [in reply to wizdaz](#)
106. @[mbedmicro](#) ohai mbed! [1:05 PM Sep 22nd, 2009](#) via web
107. @[chronicdevteam](#) maybe you could prototype on an older version with other known exploits? might make things easier, fewer unknowns... [12:28 AM Sep 17th, 2009](#) via web [in reply to chronicdevteam](#)
108. @[chronicdevteam](#) do you have code execution? [12:51 AM Sep 16th, 2009](#) via web [in reply to chronicdevteam](#)
109. being forced to choose between 256MB RAM / EDK 10.1 and 512MB / EDK 9.1 sucks. note to Xilinx re XUPV2P: you fail it (and @[pytey](#): thanks!) [5:03 PM Sep 12th, 2009](#) via web

110. need to figure out how to write a blog post in under 4 hours :([4:36 PM Aug 29th, 2009](#) via web
111. I FINALLY BEAT NETHACK AFTER SIXTEEN YEARS OF TRYING YEAH THAT'S RIGHT BITCHEz [4:20 AM Aug 29th, 2009](#) via web
112. @izsh1911 roflcopter. [4:19 AM Aug 29th, 2009](#) via web [in reply to izsh1911](#)
113. LOLing at epic Nethack flamewar on gentoo: <http://bit.ly/2jhN5Z> [5:31 PM Aug 23rd, 2009](#) via web
114. I dumped the 128K SPI flash on the DSi with a GoodFET and all I got was 3K of lousy NVRAM :(<http://tinyurl.com/dsi-goodfet> [1:38 PM Aug 11th, 2009](#) via web
115. @geohot it was nice to (finally) meet you in vegas -- too bad that place was so crowded and loud :([1:36 PM Aug 11th, 2009](#) via web
116. playing hannah montana tv plug'n'play game once before i take it apart. total awesomeness [8:58 PM Aug 9th, 2009](#) via web
117. ohai [7:29 PM Aug 9th, 2009](#) via web

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EXHIBIT R

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

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Two-way (sending and receiving) short codes:

Country	Code	For customers of
Australia	• 0198089488	Telstra
Canada	• 21212	(any)
United Kingdom	• 86444	Vodafone, Orange, 3, O2
Indonesia	• 89887	AXIS, 3, Telkomsel
Ireland	• 51210	O2

Two-way (sending and receiving) short codes:

India • 53000 Bharti Airtel, Videocon

Jordan • 90903 Zain

New Zealand • 8987 Vodafone, Telecom NZ

United States • 40404 (any)

Codes for other countries



pytey

1. @marcan42 yes, but that was a spoof, that water crap isn't and is actually sold :-\ [Saturday, January 08, 2011 10:30:01 AM](#) via [Twitter for Mac](#) in reply to [marcan42](#)
2. oh dear "Restructures water at an atomic & homeopathic level" <http://t.co/AoQYycT> bargain at \$7K - <http://t.co/R1Ab2DY> [Saturday, January 08, 2011 10:00:02 AM](#) via [Twitter for Mac](#)
3. @mikebutcher @sevendotzero @ppiixx Android - <http://t.co/CTPPfNN> iPhone - <http://t.co/c7bOg4d> [Saturday, January 08, 2011 2:57:58 AM](#) via [Twitter for Mac](#)
4. @mikebutcher @sevendotzero 'Signal' on Jailbroken iPhone or Antennas on stock Android, you'll need a SIM for each provider you want to test [Saturday, January 08, 2011 2:52:03 AM](#) via [Twitter for Mac](#) in reply to [sevendotzero](#)
5. @mikebutcher if you have an Android phone you can do this, if you have a jailbroken iPhone you can also. [Saturday, January 08, 2011 2:39:59 AM](#) via [Twitter for Mac](#) in reply to [mikebutcher](#)
6. @Overf0wl #f0f with a zero [Friday, January 07, 2011 8:36:43 AM](#) via [Twitter for Mac](#) in reply to [Overf0wl](#)
7. @Overf0wl <http://t.co/MIUMofD> [Friday, January 07, 2011 7:54:33 AM](#) via [Twitter for Mac](#) in reply to [Overf0wl](#)
8. @ericasadun playair [Thursday, January 06, 2011 2:19:05 PM](#) via [Twitter for Mac](#) in reply to [ericasadun](#)
9. @guydickinson yep, this original Tweetie feature has sadly disappeared :(<http://t.co/QliGLTF> [Thursday, January 06, 2011 11:12:29 AM](#) via [Twitter for Mac](#)

- Name pytey
- Web <http://openvizsla...>
- Bio hardware hacker - member of the 'iPhone DevTeam' <http://blog.iphone-dev.org>

247

[Following](#)

8,314

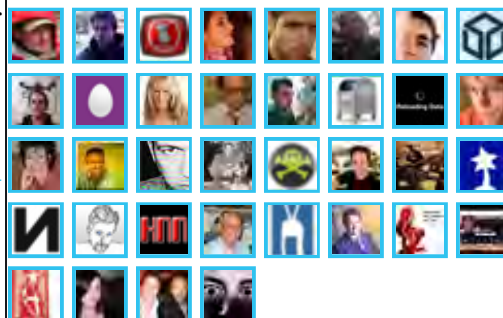
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10. @guydickinson it has always been in all versions of tweetie/twitter.app [Thursday, January 06, 2011 10:43:37 AM](#) via [Twitter for iPhone in reply to guydickinson](#)
11. @guydickinson it was in Tweetie1 for the Mac, not in front of it right now, check the prefs. [Thursday, January 06, 2011 10:38:10 AM](#) via [Twitter for iPhone in reply to guydickinson](#)
12. @guydickinson the desktop and mobile versions both have it. [Thursday, January 06, 2011 10:34:44 AM](#) via [Twitter for iPhone in reply to guydickinson](#)
13. Innen 3 perc <http://yfrog.com/gye90gej> [Thursday, January 06, 2011 10:23:02 AM](#) via [Twitter for iPhone](#)
14. @kevanloy Mac app store [Thursday, January 06, 2011 7:15:09 AM](#) via [Twitter for iPhone in reply to kevanloy](#)
15. @Overf0wl I'm part of fail0verflow, but I'm not German [Thursday, January 06, 2011 7:10:37 AM](#) via [Twitter for iPhone in reply to Overf0wl](#)
16. @Overf0wl no, I was at 27c3 though. [Thursday, January 06, 2011 6:38:01 AM](#) via [Twitter for Mac in reply to Overf0wl](#)
17. [guydickinson](#) Safari is like a crazy stalker ex-boyfriend that just won't let go of Girlfriend-RAM; 768mb (closed all tabs). [Thursday, January 06, 2011 6:35:23 AM](#) via [Tweetie for Mac](#) Retweeted by [pytey](#) and 17 others
18. @bananhej Igen. Software update, /Applications/AppStore 'Twitter for Mac' [Thursday, January 06, 2011 6:33:31 AM](#) via [Twitter for Mac in reply to bananhej](#)
19. the new tweetie/twitter for OS X is nice. [Thursday, January 06, 2011 6:06:38 AM](#) via [Twitter for Mac](#)
20. @d3sre you are not following me, so I can't DM you. [Wednesday, January 05, 2011 5:39:39 AM](#) via [Tweetie for Mac in reply to d3sre](#)
21. @darrenwaters yep, just had a great chat on the phone with @jonfildes about our PS3 hack. I'm doing well thanks, freezing here in Budapest. [Wednesday, January 05, 2011 4:57:27 AM](#) via [Tweetie for Mac in reply to darrenwaters](#)
22. @jonfildes follow me so I can DM you my skype details. [Wednesday, January 05, 2011 3:39:27 AM](#) via [Tweetie for Mac in reply to jonfildes](#)
23. @jonfildes cool, I also asked @darrenwaters to confirm your identity, so ignore that :) [Wednesday, January 05, 2011 3:34:38 AM](#) via [Tweetie for Mac in reply to jonfildes](#)
24. @jonfildes please follow me [Wednesday, January 05, 2011 3:33:38 AM](#) via [Tweetie for Mac in reply to jonfildes](#)
25. @jonfildes can you confirm you contacted us (fail0verflow) from a gmail address not a bbc address? [Wednesday, January 05, 2011 3:28:37 AM](#) via [Tweetie for Mac](#)
26. @darrenwaters do you know Jonathan Fildes? Had an email from someone claiming to be him, but it is a gmail address not bbc,is that typical? [Wednesday, January 05, 2011 3:26:16 AM](#) via [Tweetie for Mac](#)
27. yep @blakepro @pictuga @JakeAnthraX it should be

- "We've found a vulnerability in the security subsystem.."
[Tuesday, January 04, 2011 3:20:26 PM](#) via [Tweetie for Mac](#) in reply to [blakepro](#)
28. [@OpenPandora](#) are you doing PCBA in China? [Tuesday, January 04, 2011 3:19:21 PM](#) via [Tweetie for Mac](#) in reply to [OpenPandora](#)
29. people misusing the term 'exploit' annoys me. eg. "We've found an exploit in the security subsystem.." what, like a hidden tarball? [Tuesday, January 04, 2011 3:11:33 PM](#) via [Tweetie for Mac](#)
30. [@njrabit](#) RUH-ROH! [Tuesday, January 04, 2011 2:30:55 AM](#) via [Tweetie for Mac](#) in reply to [njrabit](#)
31. [@P01sonN1nja](#) not tonight mate. leave me alone, eh? [Wednesday, January 05, 2011 3:34:37 AM](#) via [Tweetie for Mac](#) in reply to [P01sonN1nja](#)
32. [@njrabit](#) retweeting, watch out :P [Tuesday, January 04, 2011 2:07:42 AM](#) via [Tweetie for Mac](#) in reply to [njrabit](#)
33. [@P01sonN1nja](#) yes [Wednesday, January 05, 2011 3:33:00 AM](#) via [Tweetie for Mac](#) in reply to [P01sonN1nja](#)
34. brilliant FX2 hax board/Logic analyzer from buglogic <http://bit.ly/h1fWia> works with saleae apps. What a whole load of awesome. Gimme Gimme [Wednesday, January 05, 2011 3:32:50 AM](#) via [Tweetie for Mac](#)
35. [@kojoannan](#) thanks! [Monday, January 03, 2011 12:44:28 PM](#) via [Tweetie for Mac](#) in reply to [kojoannan](#)
36. [@d3sre](#) can't reply to the DM, you are not following me. [Monday, January 03, 2011 12:02:47 PM](#) via [Tweetie for Mac](#) in reply to [d3sre](#)
37. [@d3sre](#) thank you! [Monday, January 03, 2011 10:54:41 AM](#) via [Tweetie for Mac](#) in reply to [d3sre](#)
38. [@d3sre](#) my friend has just moved there. He's an English tech/web guy, runs his own tech co. He is looking for people to network and hang with [Monday, January 03, 2011 10:32:09 AM](#) via [Tweetie for Mac](#) in reply to [d3sre](#)
39. [@mruef](#) [@stfn42](#) [@d3sre](#) looking for some tech/web /geek/cool contacts in Basel (or ZH) for an upcoming trip,my friend has recently moved there. [Monday, January 03, 2011 8:44:13 AM](#) via [Tweetie for Mac](#) in reply to [mruef](#)
40. [@mruef](#) [@SwissHttp](#) thanks for the list link. My friend isn't a security guy, but is a general web/tech/smart guy. We should meet for drinks! [Monday, January 03, 2011 8:33:18 AM](#) via [Tweetie for Mac](#) in reply to [mruef](#)
41. [@charlesarthur](#) try [@copumpkin](#) [Monday, January 03, 2011 8:21:06 AM](#) via [Tweetie for Mac](#) in reply to [charlesarthur](#)
42. [@SwissHttp](#) what industry are you working in? [Monday, January 03, 2011 8:18:41 AM](#) via [Tweetie for Mac](#) in reply to [SwissHttp](#)
43. [@SwissHttp](#) OK, thanks. [@mruef](#) do you have any contacts for web/tech/geeks/cool people in Basel? [Monday, January 03, 2011 8:18:24 AM](#) via [Tweetie for Mac](#) in reply to

[SwissHttp](#)

44. @[SwissHttp](#) OK, we'll meet up, I'll prob be there next week. Also, do you know where my friend should look for web/net/tech people in Basel? [Monday, January 03, 2011 8:15:08 AM](#) via [Tweetie for Mac in reply to SwissHttp](#)
45. @[SwissHttp](#) are you in Basel? [Monday, January 03, 2011 8:11:12 AM](#) via [Tweetie for Mac in reply to SwissHttp](#)
46. Going to visit a friend who has recently moved to Basel .CH Any cool tech people we should hook up with? Any recommended places to see? [Monday, January 03, 2011 7:42:29 AM](#) via [Tweetie for Mac](#)
47. segher's 'bakterium' as seen live in Berlin's c-base. Powered by a mixture of club-mate, rum and Forth <http://bit.ly/fdWWpv> [Wednesday, January 05, 2011 2:49:29 AM](#) via [Tweetie for Mac](#)
48. Anyone in Budapest have an _unlimited_ corporate/academic net connection (100Mb/s+) and is able to give me a shell and plug in a USB HD? [Sunday, January 02, 2011 7:56:11 AM](#) via [Tweetie for Mac](#)
49. <http://www.youtube.com/watch?v=UpqknwKbvDE> [Friday, December 31, 2010 3:17:51 PM](#) via [Tweetie for Mac](#)
50. almost home, had lots of fun with my @[fail0verflow](#) team-mates at #27c3 I must have drank 1 yrs worth of Club Mate & Tschunks in 5 days. [Friday, December 31, 2010 1:06:04 PM](#) via [Tweetie for Mac](#)
51. Now segher is at it, using forth. <http://yfrog.com/hs243xj> [Thursday, December 30, 2010 4:14:01 PM](#) via [Twitter for iPhone](#)
52. At C-base @[marcan42](#) haxing the pc inside a C64 <http://yfrog.com/h8eqyyjj> [Thursday, December 30, 2010 3:52:40 PM](#) via [Twitter for iPhone](#)
53. @[pritchardswyd](#) pritch, check out 'lux' if you want a cool club there, also there is a great restaurant opposite lux, they do emu steak [Thursday, December 30, 2010 3:50:23 PM](#) via [Twitter for iPhone in reply to pritchardswyd](#)
54. Stuxnet talk is maxx'd #27c3 <http://yfrog.com/h8epeqj> [Monday, December 27, 2010 2:00:20 PM](#) via [Twitter for iPhone](#)
55. @[bananhej](#) @[bananhej](#) @[szergelyiphone](#) @[merzix](#) I need to do about 10/15 SIMs at CCC, so I was trying to get a cutter tonight :) [Saturday, December 25, 2010 9:22:13 AM](#) via [Tweetie for Mac in reply to bananhej](#)
56. tud valaki segiteni, hogy hol vehetnek egy micro SIM kártya vágó-t ma este Budapesten? [Saturday, December 25, 2010 8:48:14 AM](#) via [Tweetie for Mac](#)
57. @[octal](#) yeah, those suck. DX ones are quite good though, they are actually shielded inside the flat cabling so signal integrity is q.good [Saturday, December 25, 2010 8:12:07 AM](#) via [Tweetie for Mac in reply to octal](#)
58. @[octal](#) have you seen the ultrathin ones on DX? great for using under carpets and doors & also very portable for

- luggage <http://bit.ly/hoEpmq> Saturday, December 25, 2010 8:07:09 AM via [Tweetie for Mac in reply to octal](#)
59. @octal replace it with one of these <http://bit.ly/ppcIz> well worth the extra money ;) Saturday, December 25, 2010 7:59:35 AM via [Tweetie for Mac in reply to octal](#)
60. @scott_cawley his name is Idris Elba & he is originally from hackney. Probably home for Xmas to see his Mum! He is a badass actor imo. Friday, December 24, 2010 10:05:41 AM via [Twitter for iPhone in reply to scott_cawley](#)
61. @guydickinson I'll make you a dock/MP3 player for her if you want. Friday, December 24, 2010 1:09:52 AM via [Tweetie for Mac in reply to guydickinson](#)
62. @guydickinson http://www.gwmicro.com/Voice_Sense/ Friday, December 24, 2010 12:46:01 AM via [Tweetie for Mac in reply to guydickinson](#)
63. @jimcvit nasty? Don't say that to anyone here, they are very protective over their Unicum. :) Friday, December 24, 2010 12:41:53 AM via [Tweetie for Mac in reply to jimcvit](#)
64. @comex it is a great email client though. Dropped \$60 on a family pack of licenses for the Macs at home. Thursday, December 23, 2010 11:21:10 PM via [Tweetie for Mac in reply to comex](#)
65. @steve_mynott :D Thursday, December 23, 2010 11:17:05 PM via [Tweetie for Mac in reply to steve_mynott](#)
66. . @postbox email app is full of win, best alternative email app since gyazmail, moved over to it 24/7. Fail.app go and die. Thursday, December 23, 2010 4:56:35 PM via [Tweetie for Mac](#)
67. @liam_abrown <http://en.wikipedia.org/wiki/Unicum> Thursday, December 23, 2010 4:07:53 PM via [Tweetie for Mac in reply to liam_abrown](#)
68. @FEARtheSERVER word Thursday, December 23, 2010 3:37:17 PM via [Tweetie for Mac in reply to FEARtheSERVER](#)
69. @FEARtheSERVER ah, I see you were talking about the name, you know the 'cock' is silent, right? it is pronounced 'co-burns'. Thursday, December 23, 2010 3:29:16 PM via [Tweetie for Mac in reply to FEARtheSERVER](#)
70. @FEARtheSERVER I beg to differ. Thursday, December 23, 2010 3:27:51 PM via [Tweetie for Mac in reply to FEARtheSERVER](#)
71. uh-oh <http://twitpic.com/3ivg02> Thursday, December 23, 2010 3:16:24 PM via [Tweetie for Mac](#)
72. 15 minutes to go! \$378 short of \$80,000 <http://kck.st/hx12x9> who is going to make it happen ;-)? Wednesday, December 22, 2010 4:49:19 PM via [Tweetie for Mac](#)
73. @cirdan12 thank you! Wednesday, December 22, 2010 4:42:56 PM via [Tweetie for Mac in reply to cirdan12](#)
74. 1 hour to go, 577 backers, \$78,712 pledged, <http://kck.st/hx12x9> - isn't the internets amazing? Wednesday,

- December 22, 2010 3:22:27 PM via [Tweetie for Mac](#)
75. [@GoFaster90](#) didn't try newspaper or an iPhone ;) [Wednesday, December 22, 2010 9:23:08 AM](#) via [Tweetie for Mac in reply to GoFaster90](#)
76. [@GoFaster90](#) she'll hold anything on command, she needs to do this to pick up rabbits and pheasants from a hunt and return them to your hands [Wednesday, December 22, 2010 9:22:49 AM](#) via [Tweetie for Mac in reply to GoFaster90](#)
77. [@bananhej](#) persze :) [Wednesday, December 22, 2010 9:02:22 AM](#) via [Tweetie for Mac in reply to bananhej](#)
78. yay! Alma is on Engadget again! <http://j.mp/hfWyZc> [Wednesday, December 22, 2010 8:50:58 AM](#) via [Tweetie for Mac](#)
79. [@kkovacs](#) <http://search.twitter.com/search?q=skype> [Wednesday, December 22, 2010 8:37:32 AM](#) via [Tweetie for Mac in reply to kkovacs](#)
80. [@GoFaster90](#) she is very happy, she is a trained gundog, she'll hold things in her mouth for as long as is necessary, that makes her happy! [Wednesday, December 22, 2010 8:34:52 AM](#) via [Tweetie for Mac in reply to GoFaster90](#)
81. OpenVizsla kickstarter project almost over, but I couldn't resist doing this last bit of cuteness overload - <http://j.mp/hDSKEq> :D [Wednesday, December 22, 2010 8:30:18 AM](#) via [Tweetie for Mac](#)
82. anyone who uses [@Magento](#) eCommerce software should check out [@canecom](#)'s iPhone Magento admin app - <http://bit.ly/9ksMnt> [Wednesday, December 22, 2010 1:58:03 AM](#) via web
83. [@rubikova](#) how was the movie? [Wednesday, December 22, 2010 1:31:03 AM](#) via [Tweetie for Mac in reply to rubikova](#)
84. [@bobbiejohnson](#) did you see the latest OpenVizsla tally? last 15 hours to go! <http://kck.st/hxl2x9> [Wednesday, December 22, 2010 1:30:30 AM](#) via [Tweetie for Mac in reply to bobbiejohnson](#)
85. [@maverick_lp28](#) sorry, too busy! not enough time for my own projects! [Tuesday, December 21, 2010 3:27:04 PM](#) via [Tweetie for Mac in reply to maverick_lp28](#)
86. [@maverick_lp28](#) about what? [Tuesday, December 21, 2010 3:01:55 PM](#) via [Tweetie for Mac in reply to maverick_lp28](#)
87. [@numist](#) how about I send her a personalized picture of Alma wearing reindeer antlers? Would that do it? [Tuesday, December 21, 2010 2:17:59 PM](#) via [Tweetie for Mac in reply to numist](#)
88. [@stephenfry](#) The OpenVizsla project is doing well thanks to fabulous support from People Like You. <http://fry.am/ecTdfj> [Tuesday, December 21, 2010 1:54:02 PM](#) via [Twitter for iPhone](#) Retweeted by [pytey](#) and 33 others
89. 375% (\$65,696) of funding achieved for the OpenVizsla project <http://kck.st/hxl2x9> - & still 27 hours to go! [Tuesday, December 21, 2010 1:41:29 PM](#) via [Tweetie for Mac](#)

90. [davewiner](#) Raising money for a hackable, open hardware-based USB protocol analyzer. <http://r2.ly/6eqy> Tuesday, December 21, 2010 8:12:41 AM via web from [Civic Center, New York](#) Retweeted by [pytey](#) and 6 others
91. [@laughingsquid](#) any chance of a tweet or blog post about our OpenVizsla kickstarter project? we have 32 hours left! <http://kck.st/hxl2x9> Tuesday, December 21, 2010 8:17:25 AM via [Tweetie for Mac](#) in reply to [laughingsquid](#)
92. [@ChrisPaget](#) how about an OpenVizsla board instead? :) <http://kck.st/hxl2x9> Tuesday, December 21, 2010 7:46:33 AM via [Tweetie for Mac](#) in reply to [ChrisPaget](#)
93. [@ThePCBgirl](#) you can do PCBA in house also? Tuesday, December 21, 2010 7:45:34 AM via [Tweetie for Mac](#) in reply to [ThePCBgirl](#)
94. [@maryheintz](#) thanks for the pledge! Tuesday, December 21, 2010 7:29:58 AM via [Tweetie for Mac](#)
95. [@ThePCBgirl](#) would you be interested in quoting us for <http://bit.ly/hdTg9e> ? Tuesday, December 21, 2010 7:12:42 AM via [Tweetie for Mac](#) in reply to [ThePCBgirl](#)
96. [esden](#) I pledged myself an #OpenVizsla #fs #openhardware #USB protocol analyzer. Only 34 hours left you want one too. <http://www.openvizsla.org/> Tuesday, December 21, 2010 6:10:10 AM via [identica](#) Retweeted by [pytey](#) and 2 others
97. [@esden](#) thanks for the pledge! Tuesday, December 21, 2010 6:08:55 AM via [Tweetie for Mac](#)
98. [@copumpkin](#) what is it with you and Apple portables? :) Monday, December 20, 2010 1:33:05 PM via [Tweetie for Mac](#) in reply to [copumpkin](#)
99. <3 [@marcan42](#) & his _rad_ hax "DX fans/LM35 temp sensor/opamp comparator w/ hysteresis/IRF510 mosfet/12V PSU = win" <http://bit.ly/eAoGIE> Monday, December 20, 2010 8:09:43 AM via [Tweetie for Mac](#)
100. [@digitalt](#) thanks! Sunday, December 19, 2010 11:32:41 PM via [Tweetie for Mac](#) in reply to [digitalt](#)
101. [@itsmydevice](#) thanks for your pledge, it is appreciated. Sunday, December 19, 2010 10:46:03 PM via [Tweetie for Mac](#)
102. [@eggynewydd](#) will it be worse than '82 you think? I remember walking up to the Philog milk dairy with my Dad to get milk! Sunday, December 19, 2010 3:36:14 PM via [Tweetie for Mac](#) in reply to [eggynewydd](#)
103. lovely writeup of [@OpenVizsla](#) by [@gnihsb](#) <http://j.mp/igHoid> also some hints about a 27C3 console hacking talk ;) - please RT Sunday, December 19, 2010 5:14:03 AM via [Tweetie for Mac](#)
104. [@guydickinson](#) :) Sunday, December 19, 2010 3:05:52 AM via [Tweetie for Mac](#) in reply to [guydickinson](#)
105. [@jemimakiss](#) heh, quite a few haddock links there. Sunday, December 19, 2010 3:04:00 AM via [Tweetie for Mac](#) in reply to [jemimakiss](#)

106. @thealuc @BerlinSides OK, so no point submitting? too late? [Saturday, December 18, 2010 1:46:58 PM](#) via web [in reply to thealuc](#)
107. [VaughanRoderick](#) I'm on 799 followers. Someone make my night. [Saturday, December 18, 2010 1:02:43 PM](#) via web Retweeted by [pytey](#) and 3 others
108. @theAluc @BerlinSides we just sent 3 registrations for accounts,myself,bushing and judeyw (wife), if OK I'll submit a talk from bushing&me [Saturday, December 18, 2010 11:59:01 AM](#) via [Tweetie for Mac](#)
109. @theAluc @BerlinSides we just sent over a few registrations, do I still have time to submit an abstract? [Saturday, December 18, 2010 11:53:13 AM](#) via [Tweetie for Mac](#)
110. @ThawabHazmi yeah, maybe, although the story is general enough for reddit.com [Saturday, December 18, 2010 6:25:32 AM](#) via [Tweetie for Mac in reply to ThawabHazmi](#)
111. @iTY9 Thanks! It is appreciated! [Saturday, December 18, 2010 6:13:02 AM](#) via [Tweetie for Mac in reply to iTY9](#)
112. redditors please upboat - <http://bit.ly/dEStxl> [Saturday, December 18, 2010 5:57:02 AM](#) via [Tweetie for Mac](#)
113. gotta <3 @BoingBoing and @doctorow lovely update about OpenVizsla - <http://bit.ly/hh2Sar> [Saturday, December 18, 2010 3:38:24 AM](#) via [Tweetie for Mac](#)
114. @scanlime zomg, looks like my cat (who is called Uri Geller btw) [Friday, December 17, 2010 3:49:21 PM](#) via [Tweetie for Mac in reply to scanlime](#)
115. @scott_cawley I'm a Brit, but wife is Hungarian, they are all girls, can't handle boy dogs. I used to work at Threshold House and TVC btw [Friday, December 17, 2010 3:46:38 PM](#) via [Tweetie for Mac in reply to scott_cawley](#)
116. @scott_cawley yep :) I have 3 of them here in Budapest. [Friday, December 17, 2010 3:19:43 PM](#) via [Tweetie for Mac in reply to scott_cawley](#)
117. @scott_cawley @jemimakiss yes, I saw that. Now if only she'd bloody reply to me about my OpenVizsla project <http://kck.st/hxl2x9> ;) [Friday, December 17, 2010 2:12:38 PM](#) via [Tweetie for Mac in reply to scott_cawley](#)
118. @jonronson did you ever go to the Lexington? [Friday, December 17, 2010 1:55:12 PM](#) via [Tweetie for Mac in reply to jonronson](#)
119. @IPublicEnemyI warm, that is how we drink it here in Budapest! [Friday, December 17, 2010 1:38:37 PM](#) via [Tweetie for Mac in reply to IPublicEnemyI](#)
120. @IPublicEnemyI :) [Friday, December 17, 2010 1:32:32 PM](#) via [Tweetie for Mac in reply to IPublicEnemyI](#)
121. *hic* <http://twitpic.com/3guz0m> [Friday, December 17, 2010 1:27:42 PM](#) via [Tweetie for Mac](#)
122. @scott_cawley ah! that takes me back. I still have my BBC Master somewhere at my Mum's house. I was only pulling your leg about the quotes! [Friday, December 17, 2010](#)

- 1:11:32 PM via [Tweetie for Mac](#) in reply to [scott_cawley](#)
123. [@jemimakiss](#) ah-ha! OK :) [Friday, December 17, 2010 1:08:23 PM](#) via [Tweetie for Mac](#) in reply to [jemimakiss](#)
124. IMMA CHARGIN MAH LAZER (via [@marcan42](#)) <--- lookout 'Jean Michelle Marcan' is back online twanging his harps [Friday, December 17, 2010 12:53:22 PM](#) via [Tweetie for Mac](#)
125. [@digitalt](#) I'm sure it is exactly what you were looking for, which is why you asked me, so go and read the email again. [Friday, December 17, 2010 12:44:29 PM](#) via [Tweetie for Mac](#) in reply to [digitalt](#)
126. [@scott_cawley](#) [@jemimakiss](#) I think you both mean 10 PRINT "TITS" 20 GOTO 10 [Friday, December 17, 2010 12:37:09 PM](#) via [Tweetie for Mac](#)
127. [@jemimakiss](#) that isn't syntactically correct, get new nerd friends. [Friday, December 17, 2010 12:34:06 PM](#) via [Tweetie for Mac](#) in reply to [jemimakiss](#)
128. bustin' out the forralt bor! [Friday, December 17, 2010 12:29:18 PM](#) via [Tweetie for Mac](#)
129. [@pritchardswyd](#) is that everyone trying to make it for happy hour at the village inn? [Friday, December 17, 2010 9:11:05 AM](#) via [Tweetie for Mac](#) in reply to [pritchardswyd](#)
130. [@digitalt](#) did you get my email reply? [Friday, December 17, 2010 7:08:56 AM](#) via [Tweetie for Mac](#) in reply to [digitalt](#)
131. [@kkovacs](#) yeah, anything else and you are living life on the EDGE [Friday, December 17, 2010 4:06:23 AM](#) via [Tweetie for Mac](#) in reply to [kkovacs](#)
132. [@eggynewydd](#) oh yeah, forgot :) [Friday, December 17, 2010 12:16:44 AM](#) via [Tweetie for Mac](#) in reply to [eggynewydd](#)
133. [@shinydistractns](#) [@njrabit](#) it is *only* for serial debug, the real USB host comms is XMOS & ULPI PHY which handles sustained 480Mb/s xfer [Thursday, December 16, 2010 1:16:46 PM](#) via web in reply to [shinydistractns](#)
134. [@eggynewydd](#) you mean like he did to his first wife? [Thursday, December 16, 2010 12:39:08 PM](#) via [Tweetie for Mac](#) in reply to [eggynewydd](#)
135. [@shinydistractns](#) eh? FTDI is used for a negligible amount of serial debugging, lickle 8-bit ATmega16U4? grow up and use an XMOS & ULPI PHY [Thursday, December 16, 2010 12:35:52 PM](#) via [Tweetie for Mac](#) in reply to [shinydistractns](#)
136. very nice visualisations/timelines of mashups by [@kleptones](#), [@scntfc](#) and [@therealgirltalk](#) - <http://bit.ly/dZm5ti> nice work [@brahn](#) [Thursday, December 16, 2010 7:26:04 AM](#) via [Tweetie for Mac](#)
137. I've updated the OpenVizsla kickstarter project, <http://j.mp/i8RE7R> \$52,548 pledged, 3 times the goal reached, 6 days to go! [Thursday, December 16, 2010 4:25:05 AM](#) via [Tweetie for Mac](#)
138. [altium](#) Altium is flattered to learn our software chosen for

- the @OpenVizsla project. @Engadget: <http://is.gd/iO4kf> #EDA Wednesday, December 15, 2010 1:32:04 PM via web Retweeted by pytey and 3 others
139. I <3 @altium - they helped me out with a problem so amazingly, guys, you rock. [Wednesday, December 15, 2010 12:28:46 AM](#) via [Tweetie for Mac](#)
140. @reckless my dog wearing glasses > iPod nano watch kits <http://kck.st/hxl2x9> Tuesday, December 14, 2010 10:50:34 AM via [Tweetie for Mac in reply to reckless](#)
141. @jeriellsworth yes, we are using the L2 for high-speed host USB comms and some other nifty stuff. [Monday, December 13, 2010 2:55:35 AM](#) via [Tweetie for Mac in reply to jeriellsworth](#)
142. @jeriellsworth hah, nice. We want to use it to reroute all of the JTAG and serial signals from any part to another part on OpenVizsla [Monday, December 13, 2010 2:46:03 AM](#) via [Tweetie for Mac in reply to jeriellsworth](#)
143. @jeriellsworth yep, they do look nice, I was sold at SPI and the smockie. [Monday, December 13, 2010 2:41:06 AM](#) via [Tweetie for Mac in reply to jeriellsworth](#)
144. .@Z0l igen, az openvizsla opensource lesz libusb-vel igy mindennel mukodni fog [Monday, December 13, 2010 2:36:35 AM](#) via [Tweetie for Mac in reply to Z0l](#)
145. SMOCKIE! <http://bit.ly/f9Lyso> [Monday, December 13, 2010 1:03:15 AM](#) via [Tweetie for Mac](#)
146. @digitalt do they ever notice you snapping them? have you ever had a pie thrown at you? [Saturday, December 11, 2010 2:33:47 AM](#) via [Tweetie for Mac in reply to digitalt](#)
147. [guydickinson](#) Evenin' all. USB humping dog, Ace hifi, Humanscale chairs & Apple gear: my minimalist mid-life crisis; <http://zenema.myshopify.com> [Wednesday, December 08, 2010 1:38:48 PM](#) via web Retweeted by pytey
148. Alma on a t-shirt! <http://bit.ly/gKcoP6> #openvizsla [Thursday, December 09, 2010 2:13:13 PM](#) via [Tweetie for Mac](#)
149. @eggynewydd from memory the file is called something like /data/data/com.android.providers.contacts move that onto SD and create a symlink [Wednesday, December 08, 2010 10:47:46 AM](#) via [Tweetie for Mac in reply to eggynewydd](#)
150. @eggynewydd if you have rooted it you could symlink com.android.providers.contacts to somewhere else [Wednesday, December 08, 2010 10:38:17 AM](#) via [Tweetie for Mac in reply to eggynewydd](#)
151. @eggynewydd doesn't the OTA gmail synced contacts work for what you need? I love that feature of Android. [Wednesday, December 08, 2010 10:33:08 AM](#) via [Tweetie for Mac in reply to eggynewydd](#)
152. @ystrickler after you've listened to that try @RinseFM's live stream over at <http://bit.ly/hQ7YoY> wikipedia info here

- <http://bit.ly/idGJHi> Wednesday, December 08, 2010 7:47:24 AM via [Tweetie for Mac](#) in reply to [ystrickler](#)
153. best video ever from @chaseandstatus <http://bit.ly/humRnl> only a few gaffes w/ the recreation, very clever like a time-machine to 1990! Wednesday, December 08, 2010 6:21:41 AM via [Tweetie for Mac](#)
154. @sashaofficial have you seen this amazing video? <http://bit.ly/humRnl> near perfect recreation of 1990 apart from 1 or 2 gaffes. Wednesday, December 08, 2010 3:26:12 AM via [Tweetie for Mac](#) in reply to [sashaofficial](#)
155. Nice - 'DKard' an Open Source, Dalvik based embedded VM from @simulity for smartcard & µcontroller targets - <http://bit.ly/dGtL8r> Wednesday, December 08, 2010 1:59:43 AM via [Tweetie for Mac](#)
156. @rubikova no alcohol????? disgusting Tuesday, December 07, 2010 5:05:31 AM via [Tweetie for Mac](#) in reply to [rubikova](#)
157. @rubikova Santa visited Wales on the 6th of December only once and way got too drunk and eat too many pies, now he only visits on the 25th. Monday, December 06, 2010 8:34:30 PM via [Tweetie for Mac](#) in reply to [rubikova](#)
158. @rubikova no U in Qatar :P Monday, December 06, 2010 12:30:05 PM via [Tweetie for Mac](#) in reply to [rubikova](#)
159. desperately trying to shoehorn the XO2 PLD <http://bit.ly/ghWl4J> from @latticesemi into OpenVizsla ;) Monday, December 06, 2010 6:30:18 AM via [Tweetie for Mac](#)
160. listening to the 'Wedding Acidgroup' from here in Budapest - <http://bit.ly/gGLMYy> they also sell a cool TB303 shirt - <http://bit.ly/epreHc> Monday, December 06, 2010 1:07:53 AM via [Tweetie for Mac](#)
161. @rubikova pour in more coffee Monday, December 06, 2010 12:07:20 AM via [Tweetie for Mac](#) in reply to [rubikova](#)
162. @kgb07zy kickstarter doesn't accept paypal. It is amazon payments, you should try it. Sunday, December 05, 2010 5:38:49 AM via [Tweetie for Mac](#) in reply to [kgb07zy](#)
163. @kgb07zy did you pledge? Sunday, December 05, 2010 5:36:34 AM via [Tweetie for Mac](#) in reply to [kgb07zy](#)
164. @kgb07zy yes, this is no problem. Sunday, December 05, 2010 5:30:38 AM via [Tweetie for Mac](#) in reply to [kgb07zy](#)
165. @ihackinjosh yep, no problem, thanks for the pledge. Sunday, December 05, 2010 5:25:04 AM via [Tweetie for Mac](#) in reply to [ihackinjosh](#)
166. @robomotic yes, I've just seen it, replying now. Sunday, December 05, 2010 4:28:17 AM via [Tweetie for Mac](#) in reply to [robomotic](#)
167. 17 days left to go with the Kickstarter project and we are 272% funded which is a whopping \$47,757! <http://kck.st/hx12x9> \o/ Sunday, December 05, 2010 4:25:28 AM via [Tweetie for Mac](#)
168. @brousch hey Ben, I sent you an email a little while ago to

- your gmail, could you check it out or follow me so we can DM? thanks! :) [Saturday, December 04, 2010 8:50:06 AM](#) via [Tweetie for Mac](#)
169. @acidicchip this isn't any good? <http://j.mp/dIaatD> [Thursday, December 02, 2010 7:42:23 AM](#) via [Tweetie for Mac in reply to acidicchip](#)
170. Posted an update at the OpenVizsla page <http://j.mp/icOOgA> and we're featured in their newsletter <http://bit.ly/dIrr7R> [Wednesday, December 01, 2010 1:33:17 PM](#) via [Tweetie for Mac](#)
171. IDA 6 (including native OS X and Linux) evaluation versions are now available at <http://bit.ly/dPR1x9> [Tuesday, November 30, 2010 6:49:15 AM](#) via [Tweetie for Mac](#)
172. makuka ftl. napraforgómag ahhhh! [Tuesday, November 30, 2010 2:11:31 AM](#) via [Tweetie for Mac](#)
173. @9600 there is a guy here who makes the most awesome PICKit2 clones, they look like something from the 70s, I'll find some photos later [Tuesday, November 30, 2010 2:07:28 AM](#) via [Tweetie for Mac in reply to 9600](#)
174. @9600 what was the kit? anything interesting? [Tuesday, November 30, 2010 1:53:33 AM](#) via [Tweetie for Mac in reply to 9600](#)
175. Awww, OpenVizsla and @alma_vizsla now famous in Korea! <http://engt.co/fHgMZD> [Tuesday, November 30, 2010 12:43:10 AM](#) via [Tweetie for Mac](#)
176. @Jerometick no, Pest. [Monday, November 29, 2010 12:35:47 PM](#) via [Tweetie for Mac in reply to Jerometick](#)
177. @Jerometick My Mother-in-law lives there. [Sunday, November 28, 2010 1:26:30 PM](#) via [Tweetie for Mac in reply to Jerometick](#)
178. @Jerometick No - Sződliget [Sunday, November 28, 2010 1:15:05 PM](#) via [Tweetie for Mac in reply to Jerometick](#)
179. @Jerometick I'm very near Vac right now actually :) [Sunday, November 28, 2010 8:18:44 AM](#) via [Tweetie for Mac in reply to Jerometick](#)
180. @Z0l köszönöm szépen! [Sunday, November 28, 2010 5:38:16 AM](#) via [Tweetie for Mac in reply to Z0l](#)
181. Open Vizslas! <http://yfrog.com/9dezm0j> <http://yfrog.com/4973321911j> [Sunday, November 28, 2010 2:04:36 AM](#) via [Twitter for iPhone](#)
182. @altium thank you! Would you consider giving us two perm licenses for the project? We would release demo vids etc and promote Altium [Friday, November 26, 2010 11:41:48 AM](#) via [Tweetie for Mac in reply to altium](#)
183. @njrabit thanks! [Friday, November 26, 2010 9:39:28 AM](#) via [Tweetie for Mac in reply to njrabit](#)
184. @kkovacs great. It would be nice to show the Hungarian link (my dog etc) to all this [Friday, November 26, 2010 8:10:09 AM](#) via [Tweetie for Mac in reply to kkovacs](#)
185. @kkovacs do you know any Hungarian tech press? [Friday, November 26, 2010 8:03:50 AM](#) via [Tweetie for Mac in](#)

[reply to kkovacs](#)

186. [@kkovacs](#) she, 'Alma' :) [Friday, November 26, 2010 7:57:53 AM](#) via [Tweetie for Mac in reply to kkovacs](#)
187. [@kkovacs](#) who would have thought my Magyar Vizsla wearing glasses is being watched by thousands of geeks around the world. [Friday, November 26, 2010 7:53:04 AM](#) via [Tweetie for Mac in reply to kkovacs](#)
188. wow, we are first article on <http://slashdot.org> :) [Friday, November 26, 2010 7:36:10 AM](#) via [Tweetie for Mac](#)
189. [@bodzasfanta](#) it was cold for me last night. I was wearing a summer jacket :) [Friday, November 26, 2010 1:22:43 AM](#) via [Tweetie for Mac in reply to bodzasfanta](#)
190. slightly more descriptive slashdot post here - <http://slashdot.org/submission/1400766/> please upvote if you are a slashdot reader :) [Friday, November 26, 2010 1:01:43 AM](#) via [Tweetie for Mac](#)
191. [@ioerror](#) well, we are often asked to support the feature you suggested and any association with this makes us a target, hence my reaction. [Thursday, November 25, 2010 11:57:27 PM](#) via [Tweetie for Mac in reply to ioerror](#)
192. [@ioerror](#) well, the list of countries where it is _legal_ you can count on your hands, that was the point I was making. [Thursday, November 25, 2010 11:43:36 PM](#) via [Tweetie for Mac in reply to ioerror](#)
193. [@ioerror](#) I believe all of the EU and the US it is illegal, not even for 'research'. Even when I've worked on GSM networks it is forbidden. [Thursday, November 25, 2010 11:36:52 PM](#) via [Tweetie for Mac in reply to ioerror](#)
194. [@ioerror](#) and very illegal. [Thursday, November 25, 2010 10:17:27 PM](#) via [Tweetie for Mac in reply to ioerror](#)
195. Slashdot readers! could you please upvote this story submission? - <http://bit.ly/g9tntH> [Thursday, November 25, 2010 7:34:15 PM](#) via [Tweetie for Mac](#)
196. [jonlech](#) [@pytey](#) Cool project! I'm in for \$1000. Also sent the link to some friends. <http://kck.st/hxl2x9> [Thursday, November 25, 2010 3:47:53 PM](#) via web [in reply to pytey](#)
Retweeted by [pytey](#) and 4 others
197. [@jonlech](#) Thanks for your support! [Thursday, November 25, 2010 7:16:58 PM](#) via web [in reply to jonlech](#)
198. [@jonlech](#) interested in buying the space for a doubletwist logo on the PCB of our new project OpenVizsla? ;) <http://kck.st/hxl2x9> [Thursday, November 25, 2010 2:24:27 PM](#) via [Tweetie for Mac](#)
199. [@jemimakiss](#) hi Jemima, I've just dropped you an email to your guardian email address, maybe you'll find it interesting. [Thursday, November 25, 2010 1:40:23 PM](#) via [Tweetie for Mac](#)
200. [@burstein](#) which one to vote for? [Thursday, November 25, 2010 1:31:18 PM](#) via [Tweetie for Mac in reply to burstein](#)
201. [mikebutcher](#) Stephen Fry backs project to make the Xbox Kinect do other interesting things <http://bit.ly/gzgnDP>

- [Thursday, November 25, 2010 12:10:40 PM](#) via [TweetDeck](#)
Retweeted by [pytey](#) and 11 others
202. [@Somojojojo](#) and thanks for the pledge! [Thursday, November 25, 2010 11:05:13 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
203. [@Somojojojo](#) aah, your genetics will handle those temperatures no problem :) [Thursday, November 25, 2010 11:04:50 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
204. [@Somojojojo](#) Fair enough, I'm showing an interest because I live in Budapest, _very_ cold tonight. [Thursday, November 25, 2010 10:58:34 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
205. [@Somojojojo](#) Alma said "vau-vau" (Hungarian for woof-woof) ;) [Thursday, November 25, 2010 10:54:24 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
206. [@Somojojojo](#) do you know how to pronounce Somogyi? Don't your folks speak Hungarian or are you third generation Hungarian-Canadian? [Thursday, November 25, 2010 10:53:25 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
207. [@Somojojojo](#) :) Don't know if you watched the video on the page? My Magyar Vizsla that appears in the video is called 'Alma' ;-)
[Thursday, November 25, 2010 10:45:04 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
208. [@Somojojojo](#) http://hu.wikipedia.org/wiki/Somogy_megye
[Thursday, November 25, 2010 10:39:27 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
209. [@Somojojojo](#) your surname means 'person from Somogy megye' (Somogy county) - and the Vizsla is a Hungarian dog. [Thursday, November 25, 2010 10:39:00 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
210. [@Somojojojo](#) you especially should with that surname. :)
[Thursday, November 25, 2010 10:35:02 AM](#) via [Tweetie for Mac in reply to Somojojojo](#)
211. [@sanford](#) no problem :) consider donating to my kickstarter project for that great piece of tech support ;) - <http://kck.st/hxl2x9>
[Thursday, November 25, 2010 6:07:08 AM](#) via [Tweetie for Mac in reply to sanford](#)
212. [@atarii](#) sorry about that [@meisenst](#) beat you to it!
[Thursday, November 25, 2010 4:27:14 AM](#) via web [in reply to atarii](#)
213. [meisenst](#) [@pytey](#) Done. It is now over 50%. Good luck! =)
[Thursday, November 25, 2010 4:14:24 AM](#) via [HootSuite in reply to pytey](#) Retweeted by [pytey](#) and 1 other
214. [@bobbiejohnson](#) ah ok! thanks for checking it out anyhow.
[Thursday, November 25, 2010 3:40:23 AM](#) via [Tweetie for Mac in reply to bobbiejohnson](#)
215. [@atarii](#) oh, that is weird, we've had some other UK backers. :([Thursday, November 25, 2010 3:17:02 AM](#) via [Tweetie for Mac in reply to atarii](#)
216. [@bobbiejohnson](#) hey Bobbie, did you get my email? I've

- been having major issues with my email, so just wanted to check. [Thursday, November 25, 2010 3:14:50 AM](#) via [Tweetie for Mac in reply to bobbiejohnson](#)
217. OpenVizsla 49% funded - make it tip over 50% - whoever does will get an extra special gift. <http://kck.st/hxl2x9> - please RT [Thursday, November 25, 2010 3:05:40 AM](#) via [Tweetie for Mac](#)
218. [@adafruit](#) if you want to talk over DM about OpenVizsla follow me. It is my project (and my dog!) :) [Wednesday, November 24, 2010 5:55:02 PM](#) via [Tweetie for Mac in reply to adafruit](#)
219. [@acidicchip](#) thanks for getting involved. [Wednesday, November 24, 2010 9:53:45 AM](#) via [Tweetie for Mac](#)
220. [@joaki](#) thank you very much! It is appreciated! [Wednesday, November 24, 2010 9:38:24 AM](#) via web [in reply to joaki](#)
221. [@ericasadun](#) did you get my email? I'm having epic mail fail today :([Wednesday, November 24, 2010 8:19:36 AM](#) via [Tweetie for Mac](#)
222. [@McCulloch](#) I'll email [@merlyn](#) about [@openvizsla](#) thanks for mentioning it. [Wednesday, November 24, 2010 8:18:22 AM](#) via web [in reply to merlyn](#)
223. [@mikebutcher](#) weird. Is there another email address I can use? [Wednesday, November 24, 2010 7:15:06 AM](#) via [Tweetie for Mac in reply to mikebutcher](#)
224. [@mikebutcher](#) um, my email address is pytey@iphone-dev.org - I sent it to your mbites address. [Wednesday, November 24, 2010 7:10:36 AM](#) via [Tweetie for Mac in reply to mikebutcher](#)
225. [@mikebutcher](#) dropped you an email a little while ago, would appreciate if you could have a quick read. [Wednesday, November 24, 2010 7:05:50 AM](#) via [Tweetie for Mac](#)
226. [@charlesarthur](#) Hi Charles, I've just dropped you a email, would it be possible for you to take a quick look? [Wednesday, November 24, 2010 4:41:32 AM](#) via [Tweetie for Mac](#)
227. [@sanford](#) you had the screen 'orientation lock' enabled b4 you updated. 4.2 reverts the switch to the usual mute function (like the iPhone) [Wednesday, November 24, 2010 12:11:03 AM](#) via [Tweetie for Mac in reply to sanford](#)
228. [stephenfry](#) I've invested a little in this. You might too if it appealed... <http://kck.st/hxl2x9> [Tuesday, November 23, 2010 4:44:24 AM](#) via web Retweeted by [pytey](#) and 99 others
229. [guydickinson](#) My pal [@pytey](#) has done a Kickstarter. Worth sponsoring, if for the mascot alone: <http://kck.st/hxl2x9> [Tuesday, November 23, 2010 1:07:09 AM](#) via web Retweeted by [pytey](#) and 1 other
230. [@eevblog](#) this is mine and bushing's latest project <http://kck.st/hxl2x9> could you _please_ take a look over the

- proposed schematic for us? [Monday, November 22, 2010 10:23:03 PM](#) via [Tweetie for Mac in reply to eevblog](#)
231. [@acidicchip](#) we did discuss having an ethernet host interface but we use the XMOS chip to xfer up to 480Mb/s on a distinct USB 2.0 intfce. [Monday, November 22, 2010 6:58:37 PM](#) via [Tweetie for Mac in reply to acidicchip](#)
232. [@joegrand](#) hey joe, please check out <http://kck.st/hxl2x9> [Monday, November 22, 2010 6:10:42 PM](#) via [Tweetie for Mac in reply to joegrand](#)
233. [@chpwn](#) thanks very much! [Monday, November 22, 2010 5:17:08 PM](#) via [Tweetie for Mac in reply to chpwn](#)
234. [@adafruit](#) hey, check out our Open source USB protocol analyzer project over on kickstarter - <http://kck.st/hxl2x9> [Monday, November 22, 2010 5:12:58 PM](#) via [Tweetie for Mac](#)
235. kickstarter project that I'm involved with - opensource, USB Protocol Analyser called 'OpenVizsla' - <http://kck.st/hxl2x9> [Monday, November 22, 2010 5:08:24 PM](#) via [Tweetie for Mac](#)
236. [@SwissHttp](#) I don't have them on my machine anymore. I'll have a look through my backups sometime soon. [Saturday, November 20, 2010 11:33:19 PM](#) via [Tweetie for Mac in reply to SwissHttp](#)
237. [@guydickinson](#) :) [Saturday, November 20, 2010 2:53:34 PM](#) via [Tweetie for Mac in reply to guydickinson](#)
238. "Spring head shaking for fun" "Saved your money to the cute kid" - <http://www.dealextreme.com/details.dx/sku.21511> [Saturday, November 20, 2010 2:27:13 PM](#) via [Tweetie for Mac](#)
239. 60 hrs left on sailormouth's kickstarter project. Please help him fund his ongoing torture of the furby <http://j.mp/bdlkem> [Wednesday, November 17, 2010 7:38:43 AM](#) via [Tweetie for Mac](#)
240. [@marcan42](#) use vimeo, kthx [Thursday, November 11, 2010 1:42:27 PM](#) via [Tweetie for Mac in reply to marcan42](#)
241. [@WJude](#) no you sound like a ring of dwarfs [Thursday, November 11, 2010 1:26:28 PM](#) via [Tweetie for Mac in reply to WJude](#)
242. [@WJude](#) says the Hungarian [Thursday, November 11, 2010 1:18:15 PM](#) via [Tweetie for Mac in reply to WJude](#)
243. [@rubikova](#) yep :) [Thursday, November 11, 2010 1:12:10 PM](#) via [Tweetie for Mac in reply to rubikova](#)
244. [@rubikova](#) bwrw glaw? [Thursday, November 11, 2010 9:04:17 AM](#) via [Tweetie for Mac in reply to rubikova](#)
245. Marcan on .es TV - <http://j.mp/bgEAuf> those who wish to join his fan club, should send their name & address on a postcard to [@marcan42](#) [Thursday, November 11, 2010 7:39:30 AM](#) via [Tweetie for Mac](#)
246. [@packetsource](#) well, it isn't tweeted to all your followers [Thursday, November 11, 2010 5:49:07 AM](#) via [Tweetie for Mac in reply to packetsource](#)

247. looking for an available iPhone developer who has worked on games before. Anyone interested any recommendations? [Thursday, November 11, 2010 2:49:52 AM](#) via [Tweetie for Mac](#)
248. [iphone_dev](#) Nice! @marcan42 has reversed the MS Kinect USB protocol and has released an opensource driver! <http://j.mp/cBug2U> <http://j.mp/dsytLC> [Wednesday, November 10, 2010 4:37:39 AM](#) via web Retweeted by [pytey](#) and 100+ others
249. Welcome my friend @packetsource to twitter, TCP/IP guru & closet QuarkXpress plugin enthusiast, he prefers NNTP to twitter,so follow him! :) [Wednesday, November 10, 2010 3:09:46 AM](#) via [Tweetie for Mac](#)
250. @youritronics <http://www.solwise.co.uk/3g-routers-3g-etr9350.htm> [Sunday, November 07, 2010 9:37:23 AM](#) via [Tweetie for Mac](#) in reply to youritronics
251. @RinseFM ello sounding good here in Budapest, Hungary [Sunday, November 07, 2010 3:35:26 AM](#) via [Tweetie for Mac](#)
252. @rubikova she downloaded a coldplay album earlier and was playing it over and over again! ahhhhhhhhhhh! [Friday, November 05, 2010 8:33:42 PM](#) via web in reply to rubikova
253. @rubikova awww, she has redwine fever tonight, not as bad of course [Friday, November 05, 2010 8:30:45 PM](#) via web in reply to rubikova
254. @rubikova :) the real lolcat is in your cupboard in a box, i jumped earlier because of strange noises coming from there! [Friday, November 05, 2010 8:29:22 PM](#) via web in reply to rubikova
255. @rubikova using your teddy as a pillow (because pistuka took your pillow) [Friday, November 05, 2010 8:21:41 PM](#) via [Tweetie for Mac](#) in reply to rubikova
256. @rubikova sssshhhh! I'm trying to sleep. (in your bed and on top of your teddy bear) [Friday, November 05, 2010 8:19:43 PM](#) via [Tweetie for Mac](#) in reply to rubikova
257. @9600 Shelter Me! - <http://www.youtube.com/watch?v=K4oAQM7wJnU> [Friday, November 05, 2010 2:31:19 PM](#) via [Tweetie for Mac](#) in reply to 9600
258. [adafruit](#) Our Kinect arrived today – YOU GONNA GET MODIFIED <http://bit.ly/b53vR6> [Friday, November 05, 2010 1:14:25 PM](#) via [twitterfeed](#) Retweeted by [pytey](#) and 11 others
259. @9600 :-)) ZERO B! [Friday, November 05, 2010 1:10:11 PM](#) via [Tweetie for Mac](#) in reply to 9600
260. listening to "2 Bad Mice - 'Bombscare". Certainly takes me back - <http://bit.ly/9bVyZO> [Friday, November 05, 2010 12:22:37 PM](#) via [Tweetie for Mac](#)
261. @octal hey Ryan, I sent you an email a month or so ago, did you get it? [Friday, November 05, 2010 3:10:03 AM](#) via [Tweetie for Mac](#)

262. @Abotond7 I live in Budapest and I have another cat called Fekete Pákó [Thursday, November 04, 2010 1:14:54 PM](#) via [Tweetie for Mac in reply to Abotond7](#)
263. My cat called 'Gyuri' in his favourite high-tech, expensive feline bed. <http://twitpic.com/33rhon> [Thursday, November 04, 2010 1:22:49 AM](#) via [YoruFukurou](#)
264. @d4rkie yep, I like it so far. [Monday, October 25, 2010 2:29:54 AM](#) via [YoruFukurou in reply to d4rkie](#)
265. giving "YoruFukurou" Mac twitter client from @aki_null a try today. Available from <http://bit.ly/aXi57f> [Monday, October 25, 2010 2:28:59 AM](#) via [YoruFukurou](#)
266. @ichingyouching yes. please email me your address pytey@iphone-dev.org [Tuesday, October 19, 2010 10:42:18 AM](#) via [Tweetie for Mac in reply to ichingyouching](#)
267. Clark's pie ftw. [Sunday, October 17, 2010 1:24:08 PM](#) via [Tweetie for Mac](#)
268. **ParanormalAlert** WANTED! 3 new users for <http://paranormalsurveillance.com> auto tweeting EMF units. Suggestions to @paranormalalert - please RT [Wednesday, October 13, 2010 12:08:10 PM](#) via web Retweeted by [pytey](#) and 13 others
269. @ichingyouching we'll be making a second run soon. You are the first person who asked nicely, we'll send you one. Remind me in a week. [Tuesday, October 12, 2010 11:58:24 AM](#) via [Tweetie for Mac in reply to ichingyouching](#)
270. @ichingyouching *whistles* [Tuesday, October 12, 2010 11:07:17 AM](#) via [Tweetie for Mac in reply to ichingyouching](#)
271. @waco_huber awwwww [Tuesday, October 12, 2010 8:44:54 AM](#) via [Tweetie for Mac in reply to waco_huber](#)
272. @iPodRohan ;) [Tuesday, October 12, 2010 4:34:57 AM](#) via web [in reply to iPodRohan](#)
273. @izsh1911 well, EMF :) [Tuesday, October 12, 2010 4:22:55 AM](#) via web [in reply to izsh1911](#)
274. **pritchardswyd** my mate @pytey has built a mad device that detects ghosts and tweets the results. Follow @ParanormalAlert to see it. He is sending me one! [Tuesday, October 12, 2010 1:21:32 AM](#) via [Twitter for iPhone](#) Retweeted by [pytey](#) and 22 others
275. @esqew would love to, but it is a commercial project that I'm still under NDA on, so I can't go into the finer details :) [Monday, October 11, 2010 1:23:40 PM](#) via web [in reply to esqew](#)
276. @4JustinB not quite :) [Monday, October 11, 2010 10:26:35 AM](#) via web [in reply to 4JustinB](#)
277. **Telit WS** curious pictures from @pytey of the @iphone_dev team - guess what it is: <http://cot.ag/8YgptI> & <http://twitpic.com/2vn7n6> [Monday, October 11, 2010 4:10:01 AM](#) via [CoTweet](#) Retweeted by [pytey](#) and 1 other
278. **ptorrone** my friend @cwiggins needs help getting his ill

mother care - you can donate here, i just did:

<http://karenwiggins.eventbrite.com/> Monday, October 11, 2010 9:15:03 AM via web [in reply to cwiggins](#) Retweeted by [pytey](#) and 3 others

279. I just ordered a free SIM from @[giffgaff](#) as it looks like the best deal. Thanks to @[SimonLR](#) for the suggestion. Sunday, October 10, 2010 2:09:01 PM via [Tweetie for Mac](#)
280. @[pritchardswyd](#) Lagos, Nigeria is a mad mad place but I enjoyed it there for the 3 months I was there. Sunday, October 10, 2010 2:01:55 PM via [Tweetie for Mac](#) [in reply to pritchardswyd](#)
281. @[blackthund3r](#) thanks. Sunday, October 10, 2010 1:56:17 PM via [Tweetie for Mac](#) [in reply to blackthund3r](#)
282. anyone know the cheapest/best deal for prepaid/PAYG 3G data in the UK (SIM only, I already have the stick)? Sunday, October 10, 2010 1:50:26 PM via [Tweetie for Mac](#)
283. @[leon_heller](#) also it is a Telit GM862-GPS, not the GM862. Sunday, October 10, 2010 4:25:12 AM via [Tweetie for Mac](#) [in reply to leon_heller](#)
284. @[leon_heller](#) eh? I think you are @[replying](#) the wrong person, of course I know _exactly_ how old XMOS is and being my PCB which GSM module it is Sunday, October 10, 2010 4:24:09 AM via [Tweetie for Mac](#) [in reply to leon_heller](#)
285. @[markasprey](#) yes, but that has nothing to do with this project, this isn't iPhone or Apple related. Sunday, October 10, 2010 3:51:11 AM via [Tweetie for Mac](#) [in reply to markasprey](#)
286. [duxzero](#) @[pytey](#) <http://twitpic.com/2vn7n6> - I'm very curious now.. a realtime tracking device, but the analog meter and knob throws me off.. :) Friday, October 08, 2010 5:36:27 AM via [Twitpic](#) Retweeted by [pytey](#)
287. no @[philliprobert](#) it is a @[hirschmann](#) antenna for GPS and GSM, not WiFi. Friday, October 08, 2010 4:50:40 AM via [Tweetie for Mac](#) [in reply to philliprobert](#)
288. [xmos](#) What is this all about then @[pytey](#)? <http://j.mp/aEodrX> ^JM Friday, October 08, 2010 4:36:39 AM via web Retweeted by [pytey](#)
289. @[Robblackwater](#) I'm using an @[XMOS](#) module, but this time it isn't iPhone related. Friday, October 08, 2010 4:34:09 AM via web [in reply to Robblackwater](#)
290. [f0rr3stfunk](#) @[pytey](#) Nice Hirschmann Antenna ;) Friday, October 08, 2010 4:25:16 AM via [Power Twitter](#) Retweeted by [pytey](#)
291. @[YimYimYimi](#) secret! shhhh! ;) Friday, October 08, 2010 4:20:07 AM via [Tweetie for Mac](#) [in reply to YimYimYimi](#)
292. @[HoocH_uk](#) not quite. :) Friday, October 08, 2010 4:18:48 AM via [Tweetie for Mac](#) [in reply to HoocH_uk](#)
293. @[NicEXE](#) nope :) Friday, October 08, 2010 4:09:55 AM via [Tweetie for Mac](#) [in reply to NicEXE](#)
294. and another pic - <http://j.mp/anzPEd> along with a PCB pic

- <http://j.mp/bBKEvn> for fellow hardware geeks [Friday, October 08, 2010 4:05:18 AM](#) via [Tweetie for Mac](#)
295. [Plus1Assassin1](#) @pytey ahh ok, is it a NOS powered microwave? [Friday, October 08, 2010 3:43:23 AM](#) via [Twitter for iPhone](#) in reply to pytey Retweeted by pytey
296. @D_an_W nope, not Apple related. [Friday, October 08, 2010 3:40:50 AM](#) via [Tweetie for Mac](#) in reply to D_an_W
297. here is another <http://twitpic.com/2vn2wn> [Friday, October 08, 2010 3:19:58 AM](#) via [Tweetie for Mac](#)
298. @Acidhouse69 Nope, this isn't iPhone or Apple related. [Friday, October 08, 2010 3:02:58 AM](#) via [Tweetie for Mac](#) in reply to Acidhouse69
299. @john0805 nope, not iPhone or Apple related. [Friday, October 08, 2010 3:02:27 AM](#) via [Tweetie for Mac](#) in reply to Plus1Assassin1
300. @Shereefzz he he :) [Friday, October 08, 2010 3:02:17 AM](#) via [Tweetie for Mac](#) in reply to Shereefzz
301. @esizkur you are correct there, I'm still under NDA about the finer details. [Friday, October 08, 2010 2:59:13 AM](#) via [Tweetie for Mac](#) in reply to esizkur
302. breaking radio silence to show what I've been working on <http://bit.ly/9xjS9J> (not iphone related). Answers on a postcard to @pytey [Friday, October 08, 2010 2:46:02 AM](#) via [Tweetie for Mac](#)
303. Testing trays and trays of Telit GM862-GPS modules made by @telit_ws <http://twitpic.com/2uk4fk> <http://twitpic.com/2uk4dz> [Monday, October 04, 2010 1:50:57 AM](#) via [Tweetie for Mac](#)
304. @lindenitzan btw, my wife works at Semmelweis arranging and looking after pharma courses. [Sunday, October 03, 2010 5:29:47 AM](#) via [Tweetie for Mac](#) in reply to lindenitzan
305. @lindenitzan I was referring to the photo you tweeted. I had a friend who worked at Wolfson in Hammersmith and thought you were there. [Sunday, October 03, 2010 5:28:38 AM](#) via [Tweetie for Mac](#) in reply to lindenitzan
306. @lindenitzan are you doing residency at Hammersmith then? Thought you were in Budapest [Sunday, October 03, 2010 1:57:46 AM](#) via [Tweetie for Mac](#) in reply to lindenitzan
307. @gabor Zeha are _so_ last year. Get some Tisza Cipő <http://j.mp/cQ3Kuz> if you want me to buy you a pair and send them to you, let me know. [Saturday, October 02, 2010 11:26:21 PM](#) via web in reply to gabor
308. [marcan42](#) Python net-based remote call interface to screw around with the PS3 and experiment from the PC: <http://gist.github.com/608245> :-) [Saturday, October 02, 2010 9:04:56 PM](#) via [Choqok](#) Retweeted by pytey and 4 others
309. @esizkur sure, lower NPEs are not too expensive. You can even power one up without a backplane or chassis (I've

- done this a few years ago) [Friday, October 01, 2010 4:33:00 AM](#) via [Tweetie for Mac in reply to esizkur](#)
310. @ven000m no, sorry. [Friday, October 01, 2010 4:29:57 AM](#) via [Tweetie for Mac in reply to ven000m](#)
311. @esizkur the Cisco 72xx series w/ NPE-xxx. Most of these are MIPS based and are still fairly high end. You can simulate them with dynamips [Friday, October 01, 2010 2:02:37 AM](#) via [Tweetie for Mac in reply to esizkur](#)
312. @Sasho11 no, but I live in Hungary and my Mother-in-law is Slovakian, so she cooks many Slavic dishes. [Sunday, September 19, 2010 8:33:21 AM](#) via [Tweetie for Mac in reply to Sasho11](#)
313. @justnice980 that is Hungarian soup for you, tastes better than it looks [Saturday, September 18, 2010 8:28:08 AM](#) via [twicca in reply to justnice980](#)
314. mmmmmmmmm <http://yfrog.com/n51cvj> [Saturday, September 18, 2010 8:23:01 AM](#) via [twicca](#)
315. Incredible enameled wire soldering from ChaN <http://bit.ly/9D3nNh> [Wednesday, September 15, 2010 10:07:52 AM](#) via [Tweetie for Mac](#)
316. @nicoSWD eh? it goes to here - <http://elm-chan.org/docs/wire/wcd.jpeg> [Wednesday, September 15, 2010 10:04:28 AM](#) via [Tweetie for Mac in reply to nicoSWD](#)
317. Argh! - <http://bit.ly/aSfT61> [Wednesday, September 15, 2010 3:08:27 AM](#) via [Tweetie for Mac](#)
318. @closccc yeah, really looking forward to see it. [Sunday, September 05, 2010 11:36:08 PM](#) via [Tweetie for Mac in reply to closccc](#)
319. @closccc ah, OK. It is released on DVD in the UK today. [Sunday, September 05, 2010 11:19:18 PM](#) via [Tweetie for Mac in reply to closccc](#)
320. @closccc Did you get 'Exit through the giftshop' as DVD or download? [Sunday, September 05, 2010 10:54:15 PM](#) via [web in reply to closccc](#)
321. @bubzsi I think you mean Analogue. You really need to throw away that American dictionary. [Friday, August 20, 2010 5:51:17 AM](#) via [Twitter for iPhone in reply to rubikova](#)
322. @GrouponBristol erm, OK thanks. how about you? [Friday, August 20, 2010 5:37:47 AM](#) via [Twitter for iPhone in reply to GrouponBristol](#)
323. @CI7Y you're welcome [Wednesday, August 18, 2010 1:34:25 PM](#) via [Twitter for iPhone in reply to CI7Y](#)
324. @darka34 <http://twitter.com/pytey/status/21518209422> [Wednesday, August 18, 2010 1:33:11 PM](#) via [Twitter for iPhone](#)
325. @kosi2 @h110283 @CI7Y @AlexK130 @SysmReload ultrasn0w repo is back up, minor glitch. [Wednesday, August 18, 2010 1:31:24 PM](#) via [Twitter for iPhone](#)
326. "Solve P Vs NP" job available on GetACoder.com - Nice to see Fermat and Deolalikar bidding <http://bit.ly/aPUqnv>

[Monday, August 16, 2010 7:38:03 AM](#) via [Twitter for iPhone](#)

327. [@bubzsi](#) yes :([Saturday, August 14, 2010 3:27:53 AM](#) via [Twitter for iPhone in reply to rubikova](#)
328. [@bubzsi](#) show off [Saturday, August 14, 2010 3:18:43 AM](#) via [Twitter for iPhone in reply to rubikova](#)
329. [tandy ftw](#) <http://yfrog.com/5a8mojj> [Friday, August 13, 2010 12:40:38 PM](#) via [twicca](#)
330. Wow, Axel has done it again! An Apple II to Transputer interface - <http://bit.ly/d2Spug> and <http://bit.ly/9N1kmh> [Sunday, August 08, 2010 7:04:46 AM](#) via [Twitter for iPhone](#)
331. [semiconduktor](#) Parallax Propeller teardown on the blog @ <http://flylogic.net/blog> [Saturday, August 07, 2010 5:45:10 PM](#) via web Retweeted by [pytey](#) and 2 others
332. [@mightyohm](#) using <http://bit.ly/ccoTCA> from the awesome [@scanlime](#) [Friday, August 06, 2010 10:45:15 AM](#) via [twicca in reply to mightyohm](#)
333. [@mightyohm](#) use VMWare fusion on OS X. It is the best USB sniffing solution for the Mac. If you patch it you can even sniff OSX guests. [Friday, August 06, 2010 10:23:03 AM](#) via [twicca in reply to mightyohm](#)
334. [@jeton](#) it'll be weekly from the main [@iphone_dev](#) twitter, those were just tests. [Wednesday, August 04, 2010 3:32:50 AM](#) via [Twitter for iPhone in reply to jeton](#)
335. [@willdeasy](#) testing my script :) [Wednesday, August 04, 2010 3:08:29 AM](#) via [Twitter for iPhone in reply to willdeasy](#)
336. 50598 ultrasn0w-1.0-1 unlocks since August 4th 2010 [Wednesday, August 04, 2010 3:05:56 AM](#) via [API](#)
337. [@KyleScroggs](#) learn how to disable SMS twitter alerts. [Wednesday, August 04, 2010 2:39:31 AM](#) via [Twitter for iPhone in reply to KyleScroggs](#)
338. [@willdeasy](#) I don't know how to do that, I just wait for them to send me the SMS when I'm near the 1G mark. If you find out, tell me :) [Tuesday, August 03, 2010 3:24:03 AM](#) via [Twitter for iPhone](#)
339. [@willdeasy](#) oh, you have a postpaid account. I only use Vitamax prepaid. [Tuesday, August 03, 2010 3:12:40 AM](#) via [Twitter for iPhone in reply to willdeasy](#)
340. [@willdeasy](#) get vitamax 1G, send 1G to 1270 [Monday, August 02, 2010 2:10:05 PM](#) via [twicca in reply to willdeasy](#)
341. [0xcharlie](#) Starting to get a handle on jailbreakme.com exploit. Very beautiful work. Scary how it totally defeats apple's security architecture. [Monday, August 02, 2010 1:04:26 PM](#) via [Echofon](#) Retweeted by [pytey](#) and 36 others
342. [@eevblog](#) Tenga Egg perhaps? [Monday, August 02, 2010 5:37:19 AM](#) via [Twitter for iPhone in reply to eeveblog](#)
343. [@willdeasy](#) living here. we should meet for a coffee sometime. follow me and i'll send you contact info

- [Saturday, July 31, 2010 4:02:29 AM](#) via [twicca](#) in reply to [willdeasy](#)
344. [@willdeasy](#) are you living in BP or just on holiday here? [Saturday, July 31, 2010 3:17:22 AM](#) via web in reply to [willdeasy](#)
345. [scanlime](#) Video blog post: Propeller Bluetooth Stack Demo <http://bit.ly/aPBBUw> [Sunday, July 25, 2010 9:41:59 PM](#) via [Tweetie for Mac](#) Retweeted by [pytey](#)
346. [@c1de0x](#) [@judeyw](#) good wifey! [Sunday, July 25, 2010 9:55:13 PM](#) via [Twitter for iPhone](#) in reply to [c1de0x](#)
347. any iphone people want to meet up with myself and pumpkin tonight in Budapest? [Sunday, July 25, 2010 11:06:45 AM](#) via [twicca](#)
348. haha <http://www.youtube.com/watch?v=aNfbX6uvA6s> [Friday, July 23, 2010 11:13:22 PM](#) via [Twitter for iPhone](#)
349. [@pritchardswyd](#) so the carsey then? [Friday, July 23, 2010 3:11:20 AM](#) via [Twitter for iPhone](#) in reply to [pritchardswyd](#)
350. [@9600](#) use swype [Thursday, July 22, 2010 3:02:09 PM](#) via [Twitter for iPhone](#) in reply to [9600](#)
351. [@jason_mayes](#) check out my list of installed apps that I just created with 'AppList' <http://bit.ly/bmLux6> [Tuesday, July 20, 2010 6:14:49 AM](#) via web
352. [@jason_mayes](#) try twicca app in the Android Marketplace [Tuesday, July 20, 2010 5:12:50 AM](#) via [Twitter for iPhone](#) in reply to [jason_mayes](#)
353. Juggler <http://yfrog.com/n3foqj> <http://maps.google.com/maps?q=47.537053,19.06056> [Monday, July 19, 2010 9:18:33 AM](#) via [twicca](#)
354. [@rugoza](#) <http://www.easyhotel.com/hotels/budapest.html> [Monday, July 19, 2010 7:14:55 AM](#) via [Twitter for iPhone](#) in reply to [rugoza](#)
355. making an occam bundle for textmate, cos that's how I roll [Saturday, July 17, 2010 12:01:48 PM](#) via [Twitter for iPhone](#)
356. [@lindenitzan](#) I caught it within 24 hours, treatment was easy [Saturday, July 17, 2010 3:14:00 AM](#) via [Twitter for iPhone](#) in reply to [lindenitzan](#)
357. [@winjer](#) cake all over again [Saturday, July 17, 2010 1:37:12 AM](#) via [Twitter for iPhone](#) in reply to [winjer](#)
358. Skype has a Cardiff City Fan working for them :) <http://bit.ly/dkBVB1> from <http://bit.ly/bV39kM> [#ccfc](#) [#bluebirds](#) [Saturday, July 17, 2010 1:24:33 AM](#) via [Twitter for iPhone](#)
359. [@lindenitzan](#) I got Malaria last time I was in Africa :([Saturday, July 17, 2010 12:03:03 AM](#) via [Twitter for iPhone](#) in reply to [lindenitzan](#)
360. [@prostovanka](#) almost. I saw water boiling on train tracks yesterday which was quite impressive. [Wednesday, July 14, 2010 3:03:39 PM](#) via [Twitter for iPhone](#) in reply to [prostovanka](#)
361. [@SwissHttp](#) Budapest, Hungary [Wednesday, July 14, 2010](#)

- 3:03:10 PM via Twitter for iPhone in reply to SwissHttp
362. funny link care of roxfan <http://www.27bslash6.com/missy.html> Wednesday, July 14, 2010 1:32:22 PM via Twitter for iPhone
363. 41°C <http://yfrog.com/3zbm5uj> Wednesday, July 14, 2010 8:40:01 AM via twicca
364. @yvanjanssens no, Balaton Sound Sunday, July 11, 2010 1:50:31 PM via twicca in reply to yvanjanssens
365. chromakey interactive game <http://yfrog.com/5mu0hj> <http://yfrog.com/5hp99tlj> Sunday, July 11, 2010 1:24:47 PM via twicca
366. <http://yfrog.com/75pn8rj> Sunday, July 11, 2010 11:40:25 AM via twicca
367. 2manydjs!! <http://yfrog.com/edueoqj> #balatonsound Sunday, July 11, 2010 11:22:59 AM via twicca
368. Palotai.... leet <http://yfrog.com/giy6mej> Saturday, July 10, 2010 3:17:10 PM via twicca
369. bar fun <http://yfrog.com/juk89tj> <http://yfrog.com/cbfs8j> vodka jo! Saturday, July 10, 2010 12:53:18 PM via twicca
370. @Jadeye_hu igen, persze Saturday, July 10, 2010 12:34:51 PM via twicca in reply to Jadeye_hu
371. Hungarian chatting ragga with 10 strong jazz/ska band <http://yfrog.com/85vlsyj> #balatonsound Saturday, July 10, 2010 12:08:11 PM via twicca
372. @thende_ siman :) Saturday, July 10, 2010 11:37:59 AM via twicca in reply to thende_
373. <http://yfrog.com/1an5hwj> <http://yfrog.com/bc3fjtj> Saturday, July 10, 2010 11:35:26 AM via twicca
374. pendulum rockin it <http://yfrog.com/1n858wj> #balatonsound Saturday, July 10, 2010 11:20:24 AM via twicca
375. electro dj, beatboxer and violinist!! <http://yfrog.com/5z8lynj> #balatonsound Saturday, July 10, 2010 10:37:24 AM via twicca
376. <http://yfrog.com/mrx0qj> #balatonsound Saturday, July 10, 2010 9:59:46 AM via twicca
377. Balaton Sound <http://yfrog.com/06lf0j> <http://yfrog.com/afxwsuj> <http://maps.google.com/maps?q=46.881544,17.914898> Saturday, July 10, 2010 9:54:00 AM via twicca
378. @lindenitzan Balaton Sound Saturday, July 10, 2010 5:18:50 AM via twicca in reply to lindenitzan
379. rammed train to Zagreb <http://yfrog.com/j3i5hhj> <http://bit.ly/cJWziC> Saturday, July 10, 2010 4:39:28 AM via twicca
380. @guydickinson did they blap him yet? Friday, July 09, 2010 2:55:33 PM via Twitter for iPhone in reply to guydickinson
381. that's not a glass _this_ is a glass... <http://yfrog.com/ccacnlj> Friday, July 09, 2010 10:34:48 AM via twicca
382. @DanDahia wonder if I can buy Guarana here in Budapest.... Wednesday, July 07, 2010 8:42:21 PM via

[Twitter for iPhone in reply to DanDahia](#)

383. @[DanDahia](#) this was about 7 or 8 years ago. [Wednesday, July 07, 2010 8:38:11 PM](#) via [Twitter for iPhone in reply to DanDahia](#)
384. @[DanDahia](#) yes, in London on a Saturday I would eat Feijoada & Pao de Queijo and drink Antartica Guarana, all for £5. [Wednesday, July 07, 2010 8:32:56 PM](#) via [Twitter for iPhone in reply to DanDahia](#)
385. @[DanDahia](#) mmmmmm, Antarctica. [Wednesday, July 07, 2010 8:12:17 PM](#) via [Twitter for iPhone in reply to DanDahia](#)
386. @[s_teli](#) mine also, right now! [Saturday, July 03, 2010 2:00:12 AM](#) via [twicca in reply to s_teli](#)
387. @[stephenfry](#) this is my favourite parking garage here, I was married in the St Stephen's Basilica above! [Thursday, July 01, 2010 12:38:51 AM](#) via [Twitter for iPhone in reply to stephenfry](#)
388. @[scanlime](#) yep, I'm a big fan of them and also Nike Rifts which are similar but with two toe parts. My whackiest colour <http://j.mp/9yUGKI> [Saturday, June 26, 2010 11:59:05 AM](#) via [Twitter for iPhone in reply to scanlime](#)
389. @[regphobic](#) there is a great shop on Bethnal Green Road, try there. [Saturday, June 26, 2010 10:43:58 AM](#) via [Twitter for iPhone in reply to regphobic](#)
390. @[josephselby](#) no, they are for day-to-day use. I'm a fan Nike Air Rifts and now VFF, I've owned about 20 pairs over the last 10 years. [Saturday, June 26, 2010 9:58:47 AM](#) via [Twitter for iPhone in reply to josephselby](#)
391. @[regphobic](#) no the sprint. Found red ones! Yay! [Saturday, June 26, 2010 7:42:05 AM](#) via [twicca in reply to regphobic](#)
392. Going to hunt for Vibram FiveFingers in Budapest <http://bit.ly/d0vTZt> [Saturday, June 26, 2010 5:34:03 AM](#) via [twicca](#)
393. @[kkovacs](#) :) [Saturday, June 26, 2010 5:13:52 AM](#) via [twicca in reply to kkovacs](#)
394. Starbucks Budapest a few moments ago <http://yfrog.com/2o5dej> [Saturday, June 26, 2010 4:47:24 AM](#) via [twicca](#)
395. Kojak <http://yfrog.com/jdodaxqj> [Saturday, June 19, 2010 2:43:54 PM](#) via [twicca](#)
396. [spacerog](#) RT @[mtrumpbour](#): SUP DAWG, WE HEARD YOU LIKE KERNELS SO WE PUT A MICROKERNEL ON YOUR KERNEL SO YOU CAN MACH WHILE YOU BSD. #summercon slide. [Saturday, June 19, 2010 11:40:19 AM](#) via [Echofon](#) Retweeted by [pytey](#) and 6 others
397. collaborative crayola artwork <http://yfrog.com/b828jj> with a particularly interesting section here - <http://yfrog.com/1g7fzj> :) [Saturday, June 19, 2010 12:26:02 PM](#) via [twicca](#)
398. Három dee <http://yfrog.com/5n6qyj> [Saturday, June 19, 2010 11:47:03 AM](#) via [twicca](#)
399. Very cool exhibition about the 'origami space race' <http://bit.ly/9ITVCL> <http://bit.ly/dAXUfH> <http://bit.ly>

- [/anBNBS http://bit.ly/8X7wDm](#) Saturday, June 19, 2010 11:41:52 AM via [twicca](#)
400. [http://yfrog.com/2ruestj](#) Saturday, June 19, 2010 11:20:21 AM via [twicca](#)
401. Sister-in-law abusing a sculpture [http://yfrog.com/5msopsj](#) Saturday, June 19, 2010 10:45:19 AM via [twicca](#)
402. @HamsterPyro hot air gun and aluminium foil Saturday, June 19, 2010 10:11:05 AM via [twicca](#) in reply to [HamsterPyro](#)
403. [http://yfrog.com/0vyb3yj](#) Saturday, June 19, 2010 9:42:50 AM via [twicca](#)
404. Mrs pytey and her Sister getting a coffee before we go out on 'summer night of the museums'. [http://yfrog.com/0tr3nrj](#) Saturday, June 19, 2010 9:23:38 AM via [twicca](#)
405. @bl4sty nice work Saturday, June 19, 2010 4:53:34 AM via [Twitter for iPhone](#) in reply to [bl4sty](#)
406. @tedroddy [http://www.9mmenergy.com/](#) Friday, June 18, 2010 1:19:02 AM via [Twitter for iPhone](#) in reply to [tedroddy](#)
407. @drw2803 Nexus One Friday, June 18, 2010 1:14:49 AM via [Twitter for iPhone](#) in reply to [drw2803](#)
408. @winjer postal order or green shield stamps Thursday, June 17, 2010 12:45:14 PM via [twicca](#) in reply to [winjer](#)
409. 9MM energy drink. [http://yfrog.com/9h20531164j](#) Thursday, June 17, 2010 7:09:19 AM via [twicca](#)
410. @jason_mayes I saw a cool CSS3 presentation from @zibin from Opera in Budapest yesterday. He has published his slides, check his timeline. Wednesday, June 16, 2010 11:26:16 AM via [Twitter for iPhone](#) in reply to [jason_mayes](#)
411. @kkovacs they are open, they were opened a little earlier than anticipated (last night and today). Sunday, June 13, 2010 1:42:39 PM via [twicca](#) in reply to [kkovacs](#)
412. @kkovacs ever tried postgres? Saturday, June 12, 2010 3:55:34 AM via [twicca](#) in reply to [kkovacs](#)
413. @9600 haha, wasn't directed at you! Thursday, June 10, 2010 10:29:58 PM via web in reply to [9600](#)
414. i love this building [http://yfrog.com/1xlf9xj](#) [http://maps.google.com/maps?q=47.502828,19.107633](#) Thursday, June 10, 2010 8:25:14 AM via [twicca](#)
415. numbers [http://boo.fm/b138456](#) Wednesday, June 09, 2010 11:44:38 AM via web
416. @JohnnyTyson woah! Wednesday, June 09, 2010 11:41:38 AM via [Twitter for iPhone](#) in reply to [JohnnyTyson](#)
417. .@xeonxh 请根据GPL协议推出"Linux version 2.6.29-00236-g4f8dbbb-dirty (simenxie@Szmce01) #2"的源代码 kthx :) #ekenm001 #GPL Tuesday, June 08, 2010 8:00:16 AM via [Twitter for iPhone](#)
418. @xeonxh 请根据GPL协议推出"Linux version 2.6.29-00236-g4f8dbbb-dirty (simenxie@Szmce01) #2"的

- 源代码 kthx :) [#ekenm001](#) [#GPL](#) [Tuesday, June 08, 2010 7:44:46 AM](#) via [Twitter for iPhone](#)
419. [@9600](#) we call WiFi 'wiffy' here. It always makes me chuckle [Tuesday, June 08, 2010 7:20:20 AM](#) via [twicca](#) [in reply to 9600](#)
420. [@xeonxh](#) I've noticed you are tweeting, do you have any answer about the kernel source you need to release? [Monday, June 07, 2010 11:44:03 PM](#) via [Twitter for iPhone](#)
421. [@Marmarati](#) <http://j.mp/9stR0E> [Monday, June 07, 2010 9:52:01 AM](#) via [Twitter for iPhone](#) [in reply to Marmarati](#)
422. [@Marmarati](#) clearly [@Domino_EQ2](#)'s iPhone needs the niacin hack. Steve Jobs has a private plane (Gulfstream V) named "Marmalade Skies" [Monday, June 07, 2010 9:48:43 AM](#) via [Twitter for iPhone](#) [in reply to Marmarati](#)
423. [@Marmarati](#) XO is like gold dust here (Hungary). I'm eating it very slowly :) [Monday, June 07, 2010 9:04:55 AM](#) via web
424. [@Marmarati](#) <http://j.mp/c6VeJN> [Monday, June 07, 2010 5:32:50 AM](#) via [Twitter for iPhone](#)
425. [@EnergyMicro](#) can you follow me please, I'd like to DM you. [Monday, June 07, 2010 4:01:04 AM](#) via [Twitter for iPhone](#)
426. [@lindenitzan](#) thanks for the reminder! Isn't last nights the end of season? [Monday, June 07, 2010 3:00:46 AM](#) via [Twitter for iPhone](#) [in reply to lindenitzan](#)
427. [@kkovacs](#) that is how 2.2 looks out of the box, it isn't really souped up, the only slight difference is the custom launcher. [Sunday, June 06, 2010 5:53:30 AM](#) via [Twitter for iPhone](#) [in reply to kkovacs](#)
428. [@CypressSemi](#) [@PSoC](#) how do I go about getting a PSoC 5 development kit for review? [Sunday, June 06, 2010 3:42:03 AM](#) via [Twitter for iPhone](#)
429. [@kkovacs](#) the screenshots? It is a Google Nexus One running 'Froyo' (2.2) , Launcher Pro and a couple of other hacks. [Sunday, June 06, 2010 2:56:59 AM](#) via [Twitter for iPhone](#) [in reply to kkovacs](#)
430. PSoC 5 from [@cypresssemi](#) looks nice. programmable analogue and digital blocks & 80MHz ARM Cortex-M3. video - <http://j.mp/boAKJE> [Sunday, June 06, 2010 2:55:38 AM](#) via [Twitter for iPhone](#)
431. [@ATcsq](#) "advanced task killer" [Sunday, June 06, 2010 2:13:52 AM](#) via [Twitter for iPhone](#) [in reply to ATcsq](#)
432. [@m3hd1](#) No, it is my Nexus One with 'Launcher Pro' [Sunday, June 06, 2010 2:07:58 AM](#) via [Twitter for iPhone](#) [in reply to m3hd1](#)
433. <http://twitpic.com/1ufkov> [Sunday, June 06, 2010 2:02:10 AM](#) via [Twitpic](#)
434. [@szergelyiphone](#) some screenshots of my boring Nexus One :) [Sunday, June 06, 2010 1:48:41 AM](#) via [Twitter for iPhone](#) [in reply to szergelyiphone](#)
435. [@szergelyiphone](#) <http://twitpic.com/1ufgn2> [Sunday, June](#)

- 06, 2010 1:47:32 AM via [Twitter for iPhone](#) in reply to [szergelyiphone](#)
436. @[szergelyiphone](#) I've got a 3GS and also a Nexus One running froyo. Yep, I'm sure I'll buy a 4G :) [Sunday, June 06, 2010 1:30:46 AM](#) via [Twitter for iPhone](#) in reply to [szergelyiphone](#)
437. if anyone wants to follow a twitter feed of big, hot, heavy Hungarian dongs head over to <http://bit.ly/cDuB9W> and follow @[nagyharang](#) [Sunday, June 06, 2010 1:17:35 AM](#) via [Twitter for iPhone](#)
438. <http://maps.google.com/maps?q=47.469259,19.074311> <http://yfrog.com/bhn41mj> [Saturday, June 05, 2010 11:16:29 AM](#) via [twicca](#)
439. @[guydickinson](#) it is _lovely_ but I'm a fairly heavy Marmite (ab)user anyhow so my taste-buds are used to it. [Saturday, June 05, 2010 6:28:23 AM](#) via [Twitter for iPhone](#) in reply to [guydickinson](#)
440. Perfect Saturday thanks to an anonymous benefactor, The Royal Mail, Marmite XO and imported Irish Butter <http://twitpic.com/1u4tu7> [Saturday, June 05, 2010 5:33:08 AM](#) via [Twitter for iPhone](#)
441. @[AusztralTom](#) <http://j.mp/cdGJ4Y> [Thursday, June 03, 2010 4:46:07 AM](#) via [Twitter for iPhone](#)
442. @[Mellonin](#) DM sent! [Monday, May 31, 2010 8:06:03 AM](#) via [Twitter for iPhone](#) in reply to [Mellonin](#)
443. @[Mellonin](#) <http://twitpic.com/1srmt1> <http://www.imdb.com/title/tt1161864/> [Monday, May 31, 2010 7:45:07 AM](#) via [Twitter for iPhone](#)
444. @[scanlime](#) check out <http://dave-hansen.blogspot.com/> [Saturday, May 29, 2010 3:05:03 AM](#) via [Twitter for iPhone](#) in reply to [scanlime](#)
445. lovely product from @[bluelounge](#) <http://bit.ly/9NFA1> yet another tweetie @[fusion](#) ad click-through, quite amazed how often I click. [Saturday, May 29, 2010 12:43:19 AM](#) via [Twitter for iPhone](#)
446. if you are an android user you should check out 'twicca' twitter client. imho it is the best out there nice work @[twicca_en](#) [Friday, May 28, 2010 12:29:41 PM](#) via [twicca](#)
447. footwork video - <http://bit.ly/aeQNAo> Chicago's finest. [Friday, May 28, 2010 11:54:03 AM](#) via [Twitter for iPhone](#)
448. @[RichardC](#) confused. was that tweet directed at me? follow me and I'll DM you. [Wednesday, May 26, 2010 7:43:31 AM](#) via [Twitter for iPhone](#)
449. Egy rovidszoru 2 eves lany vizsla es egy drotszoru 10 honapos fiu vizsla gazdat keres! [Tuesday, May 25, 2010 9:12:48 PM](#) via [Twitter for iPhone](#)
450. seesmic testing [Tuesday, May 25, 2010 1:42:39 PM](#) via [Ping.fm](#)
451. [daeken](#) I got 99 problems but a lock ain't one. [Monday, May 24, 2010 9:10:18 PM](#) via [Digsby](#) Retweeted by [pytey](#)
452. @[DarkMalloc](#) yup! [Saturday, May 22, 2010 7:56:42 AM](#)

- via [Twitter for Android](#) in reply to [DarkMalloc](#)
453. @[pritchardswyd](#) put on a cloth cap and a Lancashire accent and you'll be fine [Saturday, May 22, 2010 7:55:44 AM](#) via [Twitter for Android](#) in reply to [pritchardswyd](#)
454. \o/ [Saturday, May 22, 2010 7:09:17 AM](#) via [Twitter for iPhone](#)
455. FTDI have designed a drop in module to replace PCB mounted DB9 serial connectors. <http://bit.ly/cfa9Cb> whacky, but cool. [Saturday, May 22, 2010 1:07:41 AM](#) via [Twitter for iPhone](#)
456. Ice cream! <http://twitpic.com/1pquel> [Friday, May 21, 2010 11:28:25 AM](#) via [Twitter for Android](#)
457. Lully grub courtesy of ikea <http://twitpic.com/1pqngx> [Friday, May 21, 2010 11:03:52 AM](#) via [Twitter for Android](#)
458. choose 1080p/HD crank up to fullscreen and slap on your headphones - <http://bit.ly/boPMoJ> wow [Friday, May 21, 2010 9:03:28 AM](#) via [Twitter for iPhone](#)
459. @[copumpkin](#) nooooooooooooooooo! [Tuesday, May 18, 2010 11:52:45 PM](#) via [Twitter for Android](#) in reply to [copumpkin](#)
460. Paradicsomos husgomboc anyos modra! Nyam-nyam [Tuesday, May 18, 2010 12:20:32 PM](#) via [Twitter for Android](#)
461. Danube is high! <http://twitpic.com/1omc7c> [Monday, May 17, 2010 7:39:36 AM](#) via [Twitter for Android](#)
462. Testing the android twitter client [Monday, May 17, 2010 4:15:43 AM](#) via [Twitter for Android](#)
463. [Elektor](#) Build a scrolling LED messageboard in one day <http://bit.ly/cVQSFO> [Thursday, May 06, 2010 6:18:54 AM](#) via [twitterfeed](#) Retweeted by [pytey](#) and 1 other
464. 7" Android tablet for \$108 shipped, looks nice. <http://bit.ly/ainpUu> video here - <http://bit.ly/bdsqtT> seems to use an iPod dock cable! [Monday, May 17, 2010 3:08:37 AM](#) via [Twitter for iPhone](#)
465. [stephenfry](#) @[johnwinter](#) Just downloaded your Dropzone - magnificent, thanks x [Sunday, May 16, 2010 10:21:47 AM](#) via web Retweeted by [pytey](#)
466. @[guydickinson](#) as there is no way to redirect the iPod.app audio or access on iPhone iTunes library without breaking the SDK agreement. [Sunday, May 16, 2010 4:02:48 AM](#) via [Twitter for iPhone](#) in reply to [guydickinson](#)
467. @[guydickinson](#) there is no technical reason why you couldn't. Bandwidth no heavier than YouTube.app - appstore approval would be a big issue [Sunday, May 16, 2010 3:55:05 AM](#) via [Twitter for iPhone](#) in reply to [guydickinson](#)
468. 'Soddering' evidence :) <http://bit.ly/caLXf9> <http://bit.ly/bGT7cp> [Saturday, May 15, 2010 3:17:51 PM](#) via [Twitter for iPhone](#)
469. @[Shadow_Lover](#) European [Saturday, May 15, 2010 3:15:52 PM](#) via web in reply to [Shadow_Lover](#)
470. isn't it funny how people from the US say 'soddering'

- instead of 'Soldering' - those Americans are a funny old bunch. [Saturday, May 15, 2010 3:12:58 PM](#) via [Twitter for iPhone](#)
471. @adityadx learn to spell 'Developer' [Saturday, May 15, 2010 11:54:48 AM](#) via web [in reply to adityahbk](#)
472. @adityadx it isn't any error, we were waiting to move the hosts 'hello world' is a usual message to use - it means 'i am working' [Saturday, May 15, 2010 11:45:21 AM](#) via web [in reply to adityahbk](#)
473. @jeriellsworth Beverley Hills Cop II ('87) Axel F uses the same method, but incorrectly shows dark fingerprints instead of the usual white. [Saturday, May 15, 2010 11:36:57 AM](#) via web [in reply to jeriellsworth](#)
474. @corebuilder @xsn0w @saurabhg @binoyxj do *not* listen to @adityadx those are static pages that don't do anything. We didn't move them yet. [Saturday, May 15, 2010 10:35:41 AM](#) via [Twitter for iPhone](#)
475. @adityadx what the hell are you talking about? Those are static sites that do nothing, the vhosts have not been migrated to our new server. [Saturday, May 15, 2010 10:33:12 AM](#) via [Twitter for iPhone](#)
476. @LoopZilla don't get these <http://bit.ly/b0KMk2> [Saturday, May 15, 2010 1:55:06 AM](#) via [Twitter for iPhone](#) [in reply to LoopZilla](#)
477. @steve_mynott bit early isn't it mate? [Saturday, May 15, 2010 1:54:18 AM](#) via [Twitter for iPhone](#) [in reply to steve_mynott](#)
478. @pritchardswyd :(get well soon. [Saturday, May 15, 2010 1:15:10 AM](#) via [Twitter for iPhone](#) [in reply to pritchardswyd](#)
479. **KGyST** @BadAstronomer I've managed to take photos of Atlantis' launch from Budapest, Hungary <http://bit.ly/98QGOu> [Friday, May 14, 2010 3:49:36 PM](#) via [Netvibes](#)
Retweeted by [pytey](#) and 3 others
480. @pritchardswyd watching it on a postage stamp sized stream :(Couldn't believe last one. Hope you've got your feet up (or in ice) mate! :) [Wednesday, May 12, 2010 12:31:46 PM](#) via [Twitter for iPhone](#) [in reply to pritchardswyd](#)
481. ARGH! :([Wednesday, May 12, 2010 12:23:30 PM](#) via [Twitter for iPhone](#)
482. @guydickinson the problem is that for every SIM you insert you need to reactivate with iTunes with Mac and Net connection. [Monday, May 10, 2010 1:14:13 AM](#) via [Twitter for iPhone](#) [in reply to guydickinson](#)
483. @guydickinson One thing to remember, traveling with the iPad as you envisage (with a prepaid country SIM) isn't easy. [Monday, May 10, 2010 1:04:16 AM](#) via [Twitter for iPhone](#) [in reply to guydickinson](#)
484. @guydickinson your SIM can be cut to the size of the MicroSIM. Electrically they are identical. The plastic is the

- only different part [Monday, May 10, 2010 12:56:41 AM](#) via [Twitter for iPhone in reply to guydickinson](#)
485. @guydickinson the iPad doesn't need a jailbreak to use alternate SIMs. The 3G radio is completely unlocked out of the box. [Monday, May 10, 2010 12:53:17 AM](#) via [Twitter for iPhone in reply to guydickinson](#)
486. @joegrand check out <http://www.myropcb.com/> cheap, fast and very very reliable. [Friday, May 07, 2010 9:10:51 PM](#) via [Twitter for iPhone in reply to joegrand](#)
487. "The Transputer - Parallel Processing, Unparalleled Potential" Video shows famous IMST414 based gfx demos <http://bit.ly/dAiWbe> [Friday, May 07, 2010 1:30:10 PM](#) via [Twitter for iPhone](#)
488. @spacerog VMWare Fusion. Don't waste your time with Parallels, VBox is nice, but doesn't have all the nice toys that VMWare Fusion has. [Thursday, May 06, 2010 3:09:12 AM](#) via [Twitter for iPhone in reply to spacerog](#)
489. @gabor szívesen! [Saturday, May 01, 2010 11:49:23 AM](#) via [Twitter for iPhone in reply to gabor](#)
490. @gabor yes, the HD is a 'user serviceable part' - I've done exactly this. I would recommend the crucial M225 <http://bit.ly/aNJNoN> [Saturday, May 01, 2010 11:31:38 AM](#) via [Twitter for iPhone in reply to gabor](#)
491. nice bit of fanny <http://yfrog.com/2fh60nj> [Saturday, May 01, 2010 9:43:24 AM](#) via [Twitter for iPhone](#)
492. best numberplate ever! <http://yfrog.com/3o5xsj> [Saturday, May 01, 2010 8:19:54 AM](#) via [Twitter for iPhone](#)
493. @drw2803 it is an apartment of a friend, it overlooks St Stephen's Basilica. I got married there :D [Saturday, May 01, 2010 4:40:42 AM](#) via [Twitter for iPhone in reply to drw2803](#)
494. jonlech "The Soviets wanted their Mig25 plane back": <http://nyti.ms/aQTipA> [Friday, April 30, 2010 8:53:54 PM](#) via web Retweeted by pytey and 2 others
495. lovely view <http://yfrog.com/jc70629714j> [Friday, April 30, 2010 9:34:52 AM](#) via [Twitter for iPhone](#)
496. @shady_jd15 not sure. it has been a while since I was in KSA [Friday, April 30, 2010 7:26:43 AM](#) via [Twitter for iPhone in reply to shady_jd15](#)
497. johnwinter Dropzone 0.3.3 Released. Tons of bugs fixes and a couple of new features - <http://bit.ly/cTQXQZ> Update now! [Friday, April 30, 2010 5:39:05 AM](#) via [Twitter for iPhone](#) Retweeted by pytey and 1 other
498. beautiful day here in Budapest, on the bus to Ferihegy! <http://yfrog.com/7dsydaj> [Friday, April 30, 2010 5:17:10 AM](#) via [Twitter for iPhone](#)
499. new video from @TotallyTom101 'TREEDOM' Bristol's hope for Britain's Got Talent <http://j.mp/blLrom> [Thursday, April 29, 2010 11:08:16 AM](#) via [Twitter for iPhone](#)
500. @jonathan_may gimme gimme gimme! [Thursday, April 29, 2010 11:01:17 AM](#) via [Twitter for iPhone in reply to](#)

- [jonathan_may](#)
501. [@jonathan_may](#) not a pretty bunch are you? [Thursday, April 29, 2010 10:48:07 AM](#) via [Twitter for iPhone in reply to jonathan_may](#)
502. [@rajivvarma](#) it is a spreadable paste that is made from yeast extract - <http://bit.ly/a9kU7e> and <http://bit.ly/rLdvP> - <http://bit.ly/bJpzaW> [Thursday, April 29, 2010 5:40:08 AM](#) via [Twitter for iPhone in reply to RajivVarma](#)
503. blue cheese and marmite on toast is the best mid-morning snack ever! [Thursday, April 29, 2010 2:27:01 AM](#) via [Twitter for iPhone](#)
504. [@daeken](#) this one is better - <http://bit.ly/bMgCIX> [Wednesday, April 28, 2010 10:18:29 PM](#) via [Twitter for iPhone in reply to daeken](#)
505. Wouldn't like to be in Gordon's shoes when Malcolm Tucker gets ahold of him - <http://bit.ly/9ZCh2q> [Wednesday, April 28, 2010 5:06:26 AM](#) via [Twitter for iPhone](#)
506. That was like a scene from "The Thick of It" - Iannucci couldn't have scripted it any better if he wanted to - <http://bit.ly/d9XOeU> [Wednesday, April 28, 2010 4:51:46 AM](#) via [Twitter for iPhone](#)
507. Tilt-shift video showing Critical Mass Budapest 2010 <http://bit.ly/9vREbx> via [@stipistop](#) [Wednesday, April 28, 2010 4:00:45 AM](#) via [Twitter for iPhone](#)
508. [@daeken](#) wrt visa, I'm sure you'd be able to manage it quite easily. I'll ask the wife to make some calls to find out. [Wednesday, April 28, 2010 2:12:58 AM](#) via [Twitter for iPhone in reply to daeken](#)
509. Xilinx announce dualcore ARM cortex A9 with AMBA-AXI interconnects to their FPGA inside single package <http://j.mp/aelelV> [Wednesday, April 28, 2010 1:27:38 AM](#) via [Twitter for iPhone](#)
510. [@spacerog](#) I think I may have slowed down attrition.org web servers as I retweeted your last tweet to ~96,000 followers [Tuesday, April 27, 2010 1:03:47 PM](#) via [Twitter for iPhone in reply to spacerog](#)
511. [@jason_mayes](#) welcome to 2008! ;) [Tuesday, April 27, 2010 11:56:40 AM](#) via [Twitter for iPhone in reply to jason_mayes](#)
512. [@planetbeing](#) [@copumpkin](#) at least it is Apple related! [Monday, April 26, 2010 10:28:28 PM](#) via [Twitter for iPhone in reply to planetbeing](#)
513. [@esizkur](#) you are welcome! [Sunday, April 25, 2010 12:54:00 PM](#) via [Twitter for iPhone in reply to esizkur](#)
514. [@thende_](#) :) [Sunday, April 25, 2010 8:59:27 AM](#) via [Twitter for iPhone in reply to thende_](#)
515. [@lindenitzan](#) heh, won't tell you how we voted then :P [Sunday, April 25, 2010 8:27:32 AM](#) via [Twitter for iPhone in reply to lindenitzan](#)
516. [@creveling](#) yep :) the puppy isn't though that was a random passer by with a cute pup [Sunday, April 25, 2010 8:22:11](#)

- AM via [Twitter for iPhone](#) in reply to creveling
517. going to the polling place to vote. <http://yfrog.com/62xfnj>
<http://yfrog.com/emdwmj> <http://yfrog.com/5ovuuj> Sunday,
April 25, 2010 8:20:05 AM via [Twitter for iPhone](#)
518. vizsla puppy <http://yfrog.com/2tnq4lj> Sunday, April 25,
2010 8:08:31 AM via [Twitter for iPhone](#)
519. showing off <http://yfrog.com/2r1gzj> Sunday, April 25, 2010
7:58:27 AM via [Twitter for iPhone](#)
520. @9600 just make sure it is South Wales, those North
Walians are an odd bunch. Sunday, April 25, 2010 5:54:28
AM via [Twitter for iPhone](#) in reply to 9600
521. @JohnnyTyson <http://bit.ly/9DIWli> Sunday, April 25, 2010
5:25:41 AM via [Twitter for iPhone](#) in reply to JohnnyTyson
522. @daeken do it! Sunday, April 25, 2010 12:26:38 AM via
[Twitter for iPhone](#) in reply to daeken
523. @_max1 I'm in Hungary, we get lots of imported Austrian
stuff here as it is so close. Saturday, April 24, 2010
11:36:35 PM via [Twitter for iPhone](#) in reply to _max1
524. @PublicEnemyBot @r00cK I'm in Hungary, there are lots
of German labeled products here because Austria is so
close. Saturday, April 24, 2010 12:51:14 PM via web in
reply to lPublicEnemy1
525. Special Heinz Sauce! fnar fnar <http://yfrog.com/5cgxej>
Saturday, April 24, 2010 12:06:07 PM via [Twitter for iPhone](#)
526. @KIBU where is it? Saturday, April 24, 2010 2:22:45 AM
via [Twitter for iPhone](#) in reply to KIBU
527. @tjp over there --> Saturday, April 24, 2010 2:20:35 AM
via [Twitter for iPhone](#) in reply to tjp
528. mental <http://yfrog.com/49egibj> Friday, April 23, 2010
5:11:25 PM via [Twitter for iPhone](#)
529. toilet art <http://yfrog.com/j36nmj> Friday, April 23, 2010
3:07:45 PM via [Twitter for iPhone](#)
530. serious concentration at instant Budapest <http://yfrog.com/ca15076318j> Friday, April 23, 2010 2:55:22 PM via
[Twitter for iPhone](#)
531. szimpla! <http://yfrog.com/2dl2nj> Friday, April 23, 2010
2:09:17 PM via [Twitter for iPhone](#)
532. @tnare Techfocus Media :: It's Just Cool
<http://instapaper.com/zk7k1as9> Friday, April 23, 2010
11:02:33 AM via [Twitter for iPhone](#)
533. @tjp ok, maybe next time i am in back in London then :)
Friday, April 23, 2010 9:10:50 AM via [Twitter for iPhone](#)
in reply to tjp
534. @tjp dunno if you fancy a coffee next time you are in
Budapest. Friday, April 23, 2010 8:55:46 AM via [Twitter for iPhone](#) in reply to tjp
535. well I have not actually seen the @ActelCorp SmartFusion
stuff in the flesh @tnare I would suggest approaching
@XilinxInc instead Thursday, April 22, 2010 6:48:18 AM
via [Twitter for iPhone](#) in reply to tnare


536. @kkovacs can't you use sysctl -w kern.sysv.shmmax=16777216 if you don't want to do it at boot time? [Thursday, April 22, 2010 3:02:19 AM](#) via [Twitter for iPhone in reply to kkovacs](#)
537. @kkovacs you can insert persistent sysctl changes in /etc/sysctl.conf but I'd stay way from OS X server unless for *light* workgroup tasks [Thursday, April 22, 2010 3:00:18 AM](#) via [Twitter for iPhone in reply to kkovacs](#)
538. @spike72 use tweetie instead of tweetdeck and then paste this into terminal.app <http://bit.ly/bwnEm8> check with <http://bit.ly/93ID5a> [Thursday, April 22, 2010 2:32:54 AM](#) via [Twitter for iPhone in reply to spike72](#)
539. [iphone_dev](#) Congrats to @planetbeing for his work on the iPhoneLinux project, he now has Android running on the iPhone! -> <http://bit.ly/cY17bc> [Wednesday, April 21, 2010 10:25:30 PM](#) via web Retweeted by [pytey](#) and 100+ others
540. @johnwinter planning to add screengrab uploading anytime soon? (other than dragging it onto the scp icon). [Wednesday, April 21, 2010 7:31:34 AM](#) via web [in reply to johnwinter](#)
541. Asia wants... <http://yfrog.com/b8i2yp> monospace fonts? @onlinebeliebers [Wednesday, April 21, 2010 7:05:50 AM](#) via web
542. @esizkur there are a lot of confusing options, do NOT choose "Internet Plus" - Internet max costs 10 Euro flat rate for the month. [Wednesday, April 21, 2010 6:07:25 AM](#) via [Twitter for iPhone](#)
543. @esizkur Orange buy a "Mobicarte" for 20 EUR(5 EUR credit) add 5 EUR credit, Dial 750 & select "Mes bons plans internet" & "Internet max" [Wednesday, April 21, 2010 6:05:32 AM](#) via [Twitter for iPhone](#)
544. @drw2803 oh, that is OK then :P [Tuesday, April 20, 2010 4:44:00 AM](#) via [Twitter for iPhone in reply to drw2803](#)
545. I'm upset my trip to Blighty was cancelled due to Icelandic Ash. Better than catching on fire mid-air though. [Tuesday, April 20, 2010 2:28:31 AM](#) via web
546. @maz they are versatile HPV dogs, they'll hunt, point and retrieve, they also love water work. [Saturday, April 17, 2010 7:17:51 AM](#) via web [in reply to maz](#)
547. [darrenmoore](#) If anyone is stuck in West London due to #ash and needs a desk and wifi connection on Mon/Tues get in touch with me or @cofacio [Saturday, April 17, 2010 4:29:10 AM](#) via web Retweeted by [pytey](#) and 4 others
548. @Bigguss thank you! [Saturday, April 17, 2010 6:26:41 AM](#) via web [in reply to Bigguss](#)
549. @maz Rövidszőrű magyar vizsla (Shorthaired Hungarian Vizsla) and Drótszőrű magyar vizsla (Wirehaired Hungarian Vizsla) [Saturday, April 17, 2010 6:24:39 AM](#) via web [in reply to maz](#)
550. splash! <http://yfrog.us/7dejoz> [Saturday, April 17, 2010 2:20:25 AM](#) via [Twitter for iPhone](#)

551. @9600 the UK executive club will be open in 2 and a half hours, that is your best bet. Drink weak pissy American beer until then ;) [Friday, April 16, 2010 8:59:26 PM](#) via [Twitter for iPhone in reply to 9600](#)
552. @9600 balls, they are closed also. [Friday, April 16, 2010 8:56:46 PM](#) via [Twitter for iPhone in reply to 9600](#)
553. @9600 so the trick with Executive Club is to call in a zone where they are awake. I used to do it all the time USA number - 1 800 452 1201 [Friday, April 16, 2010 8:56:13 PM](#) via [Twitter for iPhone in reply to 9600](#)
554. @9600 do you have Executive Club? Even Blue will do, call them. They'll sort it out - +44 191 490 7901 (outside the UK) [Friday, April 16, 2010 8:51:55 PM](#) via [Twitter for iPhone in reply to 9600](#)
555. @9600 need any help? [Friday, April 16, 2010 8:46:28 PM](#) via [Twitter for iPhone in reply to 9600](#)
556. @scanlime yep, it is a better with YouTube muted :) [Thursday, April 15, 2010 8:36:24 AM](#) via [Twitter for iPhone in reply to scanlime](#)
557. Video of Kingston showing USB stick manufacturing process <http://j.mp/c4vZZk> & more info about their Hsinchu plant <http://j.mp/9mMpp6> [Thursday, April 15, 2010 12:38:35 AM](#) via [Twitter for iPhone](#)
558. @guydickinson it was _always_ like that. John Humphrys is a Splott boy, you'd think a night like that would be a walk in the park for him. [Wednesday, April 14, 2010 12:49:32 PM](#) via [Twitter for iPhone in reply to guydickinson](#)
559. @njrabit :) [Wednesday, April 14, 2010 12:45:17 PM](#) via [Twitter for iPhone in reply to njrabit](#)
560. a knight tonight <http://yfrog.com/jxmflj> [Wednesday, April 14, 2010 11:24:32 AM](#) via [Twitter for iPhone](#)
561. best video ever - <http://bit.ly/8BSD7e> I tried carbonating milk in mine (I was 6) it never worked or smelled the same again. [Wednesday, April 14, 2010 5:06:05 AM](#) via [Twitter for iPhone](#)
562. @JohnnyTyson Carbicide? [Wednesday, April 14, 2010 2:15:25 AM](#) via [Twitter for iPhone in reply to JohnnyTyson](#)
563. Now this is SCIENCE! - web controlled aquarium with volcano and night light <http://j.mp/9GO6zm> [Tuesday, April 13, 2010 7:14:16 AM](#) via [Twitter for iPhone](#)
564. @csigger köszü :) [Sunday, April 11, 2010 4:49:38 AM](#) via [web in reply to csigger](#)
565. Healthy Sunday snack :) - <http://yfrog.com/5eimuhj> <http://yfrog.com/50iphj> <http://yfrog.com/jyzprj> [Sunday, April 11, 2010 4:36:46 AM](#) via [Twitter for iPhone](#)
566. @iSuperG oh yes! :D Photos coming up :) [Sunday, April 11, 2010 3:40:53 AM](#) via [Twitter for iPhone in reply to iSuperG](#)
567. GPSies track from earlier - <http://j.mp/ddk9gJ> [Sunday, April 11, 2010 3:33:03 AM](#) via [Twitter for iPhone](#)
568. @thende_ :) [Sunday, April 11, 2010 3:32:08 AM](#) via

[Twitter for iPhone in reply to thende](#)

569. [liszt+tojas+viz+élesztő+só = lángos \o/](#) [Sunday, April 11, 2010 3:27:29 AM](#) via [Twitter for iPhone](#)
570. [@b0rg3](#) it isn't realtime but it is showing the interaction between a dog pack and owners [Sunday, April 11, 2010 2:21:10 AM](#) via [Twitter for iPhone in reply to b0rg3](#)
571. [@thursdaisy](#) Budapest, Hungary [Sunday, April 11, 2010 2:10:16 AM](#) via [Twitter for iPhone in reply to peterfisher](#)
572. tracked Vizslas running around <http://yfrog.com/ebwyvj> [Sunday, April 11, 2010 1:57:13 AM](#) via [Twitter for iPhone](#)
573. [@CiZsolt](#) köszí! [Sunday, April 11, 2010 1:54:07 AM](#) via [Twitter for iPhone in reply to CiZsolt](#)
574. [@CiZsolt](#) Brit vagyok [Sunday, April 11, 2010 1:49:20 AM](#) via [Twitter for iPhone in reply to CiZsolt](#)
575. [@CiZsolt](#) igen, de nem Magyar :) [Sunday, April 11, 2010 1:43:46 AM](#) via [Twitter for iPhone in reply to CiZsolt](#)
576. out on dog walk with GPS units attached as part of a research project <http://yfrog.com/jmd6kj> <http://yfrog.com/6giofj> [Sunday, April 11, 2010 1:21:03 AM](#) via [Twitter for iPhone](#)
577. [@jason_mayes](#) Android is the second best mobile OS out there.They still have quite a bit of catching up to do to get anywhere near iPhoneOS. [Saturday, April 10, 2010 11:37:02 AM](#) via [Twitter for iPhone in reply to jason_mayes](#)
578. [@jason_mayes](#) iPhone 3GS or wait until the iPhone 4 [Saturday, April 10, 2010 11:18:33 AM](#) via [Twitter for iPhone in reply to jason_mayes](#)
579. [@azeem](#) nambu has some nice features and the only reason I have it as #2 is that it is a little cluttered and buggy atm. [Saturday, April 10, 2010 5:17:00 AM](#) via [Twitter for iPhone in reply to azeem](#)
580. [@azeem](#) indeed. nambu (in my opinon the number 2 client for OS X) have commented on this - <http://j.mp/c0Hcvx> [Saturday, April 10, 2010 4:58:49 AM](#) via [Twitter for iPhone in reply to azeem](#)
581. [@daeken](#) sharpstore [Saturday, April 10, 2010 1:27:33 AM](#) via web [in reply to daeken](#)
582. [@daeken](#) it would clear up any confusion and aid more of those nice 500 buck paypal payments that you want. maybe? [Saturday, April 10, 2010 1:18:34 AM](#) via web [in reply to daeken](#)
583. [@daeken](#) maybe a namechange would be a good thing? just my \$0.02 your competitor's 'SmartAssembly' _sounds_ more _pro_? [Saturday, April 10, 2010 1:17:42 AM](#) via web [in reply to daeken](#)
584. [@daeken](#) ignore them, the dude making that comment about dotpack is obviously clueless. [Saturday, April 10, 2010 1:09:36 AM](#) via web [in reply to daeken](#)
585. [@reckless](#) OK, scratch Facebook, but the others are valid recommendations :) [Friday, April 09, 2010 2:36:45 PM](#) via

web [in reply to reckless](#)


586. @[reckless](#) scrabble, skype and facebook also buy instapaper and set up the account and feeds for her [Friday, April 09, 2010 2:26:58 PM](#) via web [in reply to reckless](#)
587. @[simonpegg](#) Newcleus - Jam On Revenge <http://j.mp/bPA93G> [Friday, April 09, 2010 5:37:40 AM](#) via [Twitter for iPhone](#)
588. [marcan42](#) Directive 1999/44/EC. "The goods must comply with the description given by the seller [...]". Sony, what you did is illegal. [Friday, April 09, 2010 4:53:02 AM](#) via [choqoK](#) Retweeted by [pytey](#) and 26 others
589. @[azeem](#) I spotted the Guardian app also. Very nice. I'll try it out when my iPad arrives. [Friday, April 09, 2010 4:24:16 AM](#) via web [in reply to azeem](#)
590. @[gabor](#) nice. mine will be en route to Budapest soon :) [Friday, April 09, 2010 4:01:37 AM](#) via [Twitter for iPhone in reply to gabor](#)
591. [martynkelly](#) VY Canis Majoris, how big do you need to be, you unimaginable bastard <http://bit.ly/hi4DW> #fb [Friday, April 09, 2010 3:16:25 AM](#) via web Retweeted by [pytey](#) and 1 other
592. @[jonathan_may](#) saw your tweet, can't see anything on the XMOS page?? [Friday, April 09, 2010 1:00:07 AM](#) via [Twitter for iPhone in reply to jonathan_may](#)
593. @[digitalt](#) tobes, I think that is a fairly valid assumption [Friday, April 09, 2010 12:50:53 AM](#) via [Twitter for iPhone in reply to digitalt](#)
594. [Napi iPhoneApp](#) BRÉKING! Magyar menü az  iPhone 4.0-ban! Thanks @[criticalfever](#)! <http://twitpic.com/1e51ox> /via @[ottoolah](#) [Thursday, April 08, 2010 10:44:04 PM](#) via [Twitter for iPhone](#) Retweeted by [pytey](#) and 1 other
595. Nanoboard 3K arrived from @[altium](#). Amazed at the quality and the sheer amount of toys on board. MIDI,SPDIF,USB,SVGA to name a few... [Thursday, April 08, 2010 3:00:53 PM](#) via web
596. @[guydickinson](#) calm down dear! I only want the windows down! [Thursday, April 08, 2010 2:25:38 PM](#) via web [in reply to guydickinson](#)
597. @[JohnnyTyson](#) :) fucking broken software :) [Thursday, April 08, 2010 7:29:23 AM](#) via web [in reply to JohnnyTyson](#)
598. @[fruhlinger](#) also very cool - <http://j.mp/aSi8rj> and very posh - <http://j.mp/9O1xFx> [Thursday, April 08, 2010 6:39:02 AM](#) via web [in reply to fruhlinger](#)
599. @[fruhlinger](#) go here to eat <http://j.mp/buTIsG> then here for amazing drinks - <http://j.mp/9D7ViF> some more images here - <http://j.mp/94Emwo> [Thursday, April 08, 2010 6:38:14 AM](#) via web [in reply to fruhlinger](#)
600. FPGA Reverse Engineering challenge from @[hackitoergosum](#) - <http://j.mp/ciEZbG> and <http://j.mp/d8Wr78> [Thursday, April 08, 2010 5:02:11 AM](#) via web

601. some lovely acid - <http://bit.ly/9tJpOM> from @darenager
Thursday, April 08, 2010 4:15:28 AM via Nambu
602. @doransky she looks like a show off Thursday, April 08,
2010 4:05:02 AM via Nambu in reply to doransky
603. @fruhlinger would you like some restaurant
recommendations? Wednesday, April 07, 2010 10:57:40
PM via web
604. also part 4 and part 5 of the board layout using @altium
<http://bit.ly/a3SAhE> <http://bit.ly/9K0udu> Tuesday, April 06,
2010 7:10:45 PM via Nambu
605. nice x8 speed videos of PCB layout process using @altium
designer - <http://bit.ly/aROezK> <http://bit.ly/9zGgKO>
<http://bit.ly/9gvteu> Tuesday, April 06, 2010 6:58:59 PM via
Nambu
606. @tobyfoster also games, henna tattoos, facepainting etc
head for Szabadság tér then to Hild tér. here is a maps link -
<http://j.mp/9064LB> Monday, April 05, 2010 1:44:56 AM
via Nambu
607. @TobyFoster most stuff is closed here today. There is a
street festival between 3pm and 6pm with clowns, animal
balloons etc. Monday, April 05, 2010 1:34:28 AM via
Nambu in reply to TobyFoster
608. @9600 check Axel's AVM B1hax <http://bit.ly/aQqgBB>
how about loaning/giving your Esprit board to him? Bet
he'd do something epic with it ;) Saturday, April 03, 2010
9:56:23 AM via Nambu in reply to 9600
609. lovely #transputer to C64 interface <http://bit.ly/bSwU9V>
and video at <http://bit.ly/d3Dwfs> @jeriellsworth will be
impressed #xmos Saturday, April 03, 2010 9:36:48 AM via
Nambu
610. Szalonnasütés <http://yfrog.com/1gckldj> <http://yfrog.com/j9nb3fj> Saturday, April 03, 2010 8:57:04 AM via Nambu
611. just found this little fella <http://yfrog.com/b5839rj> Saturday,
April 03, 2010 6:15:41 AM via Nambu
612. boat <http://yfrog.com/j9fy0j> Saturday, April 03, 2010
2:38:21 AM via Twitter for iPhone
613. walking the dogs. woof woof <http://yfrog.com/4otp9j>
Saturday, April 03, 2010 1:48:32 AM via Twitter for iPhone
614. @JohnnyTyson regarding the postal service, I guessed you
were not talking about Magyar Posta, you'll learn to hate
them very quickly. Thursday, April 01, 2010 6:32:20 AM
via Nambu in reply to JohnnyTyson
615. **iphone_dev** New blog post <http://bit.ly/93j3tz> Thursday,
April 01, 2010 3:20:47 AM via web Retweeted by pytey
and 59 others
616. @9600 har-har! with all the other OS pain you've been
putting yourself through lately it was totally believable :)
Thursday, April 01, 2010 1:48:48 AM via Nambu in reply
to 9600
617. @9600 btw, I run Win7 Ultimate under vmware Fusion for
some essential Windows apps that I use, the whole vmware

- deal works very well. [Thursday, April 01, 2010 1:36:16 AM](#) via [Nambu in reply to 9600](#)
618. @9600 OS X of course, how can you even consider anything else??? [Thursday, April 01, 2010 1:34:24 AM](#) via [Nambu in reply to 9600](#)
619. @bubzsi tell me what being an adult is like when you get there. [Thursday, April 01, 2010 1:33:09 AM](#) via [Nambu in reply to rubikova](#)
620. @JohnnyTyson you'll get used to @bubzsi's unique language called Zsnglish soon enough ;) [Thursday, April 01, 2010 1:32:09 AM](#) via [Nambu in reply to JohnnyTyson](#)
621. FStream kinda reminds me of @panic's Audion aww & that reminds me of my Pismo running OS 9 - the Audion story <http://j.mp/bJFyw0> [Wednesday, March 31, 2010 3:33:03 AM](#) via [Nambu](#)
622. <3 'FStream' <http://j.mp/a72UxN> 95% of my iTunes usage is listening to radio streams so less bloat is nice <http://yfrog.com/0clb1ej> [Wednesday, March 31, 2010 3:19:51 AM](#) via [Nambu](#)
623. @bubzsi <http://bit.ly/9celok> [Wednesday, March 31, 2010 1:55:52 AM](#) via [Nambu in reply to rubikova](#)
624. @JohnnyTyson @VisitBudapest check out <http://bit.ly/9SORtm> for @judeyw's vizsla overload [Tuesday, March 30, 2010 6:26:53 AM](#) via [Nambu in reply to JohnnyTyson](#)
625. @jeriellsworth @Krewell XMOS CTO is UK computing digerati <http://j.mp/d0mDYI> [Monday, March 29, 2010 5:16:10 PM](#) via web [in reply to jeriellsworth](#)
626. @jeriellsworth yep, they sent us the same unit since I recommended that they send you one too. nice work from @xmos @jonathan_may thx guys [Monday, March 29, 2010 5:12:58 PM](#) via web [in reply to jeriellsworth](#)
627. @bubzsi didn't see her there. It was very dark though :) [Monday, March 29, 2010 4:46:51 PM](#) via [Nambu in reply to rubikova](#)
628. @jeriellsworth nice isn't it? I think they've done a nice job with the board, cute little thing. I've got some playing to do this weekend :) [Monday, March 29, 2010 4:46:09 PM](#) via [Nambu in reply to jeriellsworth](#)
629. @milosmandaric igen :) [Monday, March 29, 2010 3:39:57 PM](#) via [Twitter for iPhone in reply to m_os](#)
630. @9600 how about date raping gmail? [Monday, March 29, 2010 3:36:49 PM](#) via [Twitter for iPhone in reply to 9600](#)
631. @milosmandaric nem! [Monday, March 29, 2010 3:29:20 PM](#) via [Twitter for iPhone in reply to m_os](#)
632. nagyon Jo! <http://yfrog.com/0i9amfj> [Monday, March 29, 2010 3:08:18 PM](#) via [Twitter for iPhone](#)
633. autechre, they be bloody banging they do. raving my little socks off [Monday, March 29, 2010 2:24:45 PM](#) via [Twitter for iPhone](#)
634. @guydickinson on the boat, in the restaurant loading up with palinka first <http://yfrog.com/jxp6gj> [Monday, March](#)

- 29, 2010 12:52:10 PM via [Twitter for iPhone](#) in reply to [guydickinson](#)
635. Autechre playing live, on a boat, in Budapest on a boring old monday, what more could you ask for? \o/
<http://yfrog.com/j3ezsj> Monday, March 29, 2010 12:33:36 PM via [Twitter for iPhone](#)
636. [lindenitzan](#) iPhone as a guest star in Family Guy:
<http://twitpic.com/1bpzqo> Monday, March 29, 2010 3:06:56 AM via [Twitter for iPhone](#) Retweeted by [pytey](#) and 3 others
637. The Love Party or the Hate Party? great stuff @[marmarati](#)
<http://bit.ly/aX3AAz> <http://bit.ly/9jJyIC> Monday, March 29, 2010 3:06:58 AM via [Twitter for iPhone](#)
638. [tnare](#) Seriously @[SonyPlayStation](#)? This actually smells like a violation of some agreement to me <http://bit.ly/9NF94r>. Monday, March 29, 2010 12:31:51 AM via [Twitter for iPhone](#) Retweeted by [pytey](#) and 9 others
639. 'Russia Today' stream in English - http://rt.com/On_Air.html Sunday, March 28, 2010 11:41:49 PM via [Twitter for iPhone](#)
640. Moscow Metro Explosions :(<http://bit.ly/9zIMdk>
<http://bit.ly/aoEDBL> :(Sunday, March 28, 2010 11:21:37 PM via [Twitter for iPhone](#)
641. Victorinox offers a "six figure sum" to anyone who can hack their 'uncrackable' USB stick <http://j.mp/bjjQwY> Sunday, March 28, 2010 12:56:38 AM via [Twitter for iPhone](#)
642. @9600 EFnet doesn't have the FOSS only guidelines. Xcore isn't really 'on-topic' for Freenode. I'm in a bunch of hhacking chans on EFnet&FN Saturday, March 27, 2010 8:06:36 AM via web in reply to 9600
643. @9600 XMOS and XCore isn't FOSS, which is generally what Freenode is used for. Saturday, March 27, 2010 8:02:01 AM via web in reply to 9600
644. @9600 glutton for punishment? Saturday, March 27, 2010 6:52:19 AM via [Twitter for iPhone](#) in reply to 9600
645. @spike72 oh I know the place. I've bought some nice LC-As here for next to nothing and a holga and some other more obscure Russian makes Saturday, March 27, 2010 4:58:04 AM via [Twitter for iPhone](#) in reply to spike72
646. @DarkMallocc dai iawn bach. Saturday, March 27, 2010 4:51:43 AM via [Twitter for iPhone](#) in reply to DarkMallocc
647. @spike72 where did you get that? Saturday, March 27, 2010 4:45:41 AM via [Twitter for iPhone](#) in reply to spike72
648. @pritchardswyd do you know Allen's bakers in the lanes behind Arran Place? best bread ever. mmmmmmmmm Saturday, March 27, 2010 3:09:05 AM via web in reply to pritchardswyd
649. @pritchardswyd I had to pause it and make toast half way through :) Saturday, March 27, 2010 3:03:42 AM via web in reply to pritchardswyd

650. @DarkMalloc check out <http://www.colette.fr/> at <http://j.mp/9FtCa8> one of my fave shops in Paris. [Saturday, March 27, 2010 3:02:09 AM](#) via web [in reply to DarkMalloc](#)
651. Just saw an amazing doco 'In Search of the Perfect Loaf' with @Tom_Herbert btw we have spelt bread here in Hungary - <http://j.mp/arxc9r> [Saturday, March 27, 2010 2:55:15 AM](#) via web
652. @DarkMalloc wrth gwrs! [Friday, March 26, 2010 3:39:57 PM](#) via web [in reply to DarkMalloc](#)
653. Casnewydd, Caerdydd, ahhhhh! *sobs* [Friday, March 26, 2010 3:33:24 PM](#) via web
654. @DarkMalloc the current cable I'm using isn't too portable :) it consists of wires soldered to a PCB, the wife snarfed my others. [Friday, March 26, 2010 3:30:26 PM](#) via web
655. btw, the clone cables are pretty crappy and will freak out the phone, but the shorter clones are quite reliable, there is a 5-10cm version. [Friday, March 26, 2010 3:28:44 PM](#) via web
656. @DarkMalloc I'm in Budapest :) [Friday, March 26, 2010 3:27:46 PM](#) via web [in reply to DarkMalloc](#)
657. @DarkMalloc ;) [Friday, March 26, 2010 3:24:53 PM](#) via web [in reply to DarkMalloc](#)
658. @DarkMalloc get on the number 30 bus and buy a real one in Caerdydd? ;) [Friday, March 26, 2010 3:23:10 PM](#) via web [in reply to DarkMalloc](#)
659. @pritchardswyd I'm the poster boy for that show. [Friday, March 26, 2010 3:08:24 PM](#) via web [in reply to pritchardswyd](#)
660. @DarkMalloc cheap as chips on <http://j.mp/a0Berk> they take a while to arrive though but worth stocking up, the little shorts ones are cool. [Friday, March 26, 2010 3:06:27 PM](#) via web [in reply to DarkMalloc](#)
661. @jonathan_may <http://bit.ly/a9W7I0> [Friday, March 26, 2010 1:30:45 PM](#) via [Twitter for iPhone](#) [in reply to jonathan_may](#)
662. nice @joegrad @Altium designer is great, the NanoBoard 3K looks awesome too, unfortunately can't spare the \$\$\$ and my trial expired :([Friday, March 26, 2010 1:18:10 PM](#) via web
663. yes @sarahintampa @geohot rarely disappoints :) why jailbreak the iPad? same reason as the iPhone, total control of the hardware we own. [Friday, March 26, 2010 10:35:00 AM](#) via web
664. @martynkelly it is flat rate of £35 whatever the state it is in - <http://bit.ly/a5QHvm> [Thursday, March 25, 2010 4:31:23 AM](#) via [Twitter for iPhone](#) [in reply to martynkelly](#)
665. @martynkelly there is a guy in London who repairs them _amazingly_ - I'm on my third one. They are cheap here. [Thursday, March 25, 2010 4:24:13 AM](#) via web [in reply to martynkelly](#)

666. @martynkelly what happened to it? [Thursday, March 25, 2010 4:10:47 AM](#) via [Twitter for iPhone in reply to martynkelly](#)
667. How I use Dropzone for @johnwinter <http://bit.ly/agkXRe> [Wednesday, March 24, 2010 11:05:09 PM](#) via web
668. @johnwinter no problem, slightly disappointed about the lack of ruler sound ;) [Wednesday, March 24, 2010 3:10:36 AM](#) via [Twitter for iPhone in reply to johnwinter](#)
669. new Dropzone release from aptonic & @johnwinter multitasking loveliness <http://bit.ly/a2upQR> and new API enhancements <http://aptonic.com/> [Wednesday, March 24, 2010 1:59:40 AM](#) via [Twitter for iPhone](#)
670. hates Fedex [Monday, March 22, 2010 10:31:30 AM](#) via [Twitter for iPhone](#)
671. @JohnnyTyson <http://bit.ly/ciLgR6> [Monday, March 22, 2010 7:32:11 AM](#) via [Twitter for iPhone in reply to JohnnyTyson](#)
672. @reimic several of us have pre-ordered iPads. We are looking forward to playing with them. We'll leave it at that :) [Sunday, March 21, 2010 1:37:35 PM](#) via [Twitter for iPhone in reply to reimic](#)
673. @kathiri yep, I've eaten that in Riyadh many times, makes a change from Herfy! :) [Sunday, March 21, 2010 11:07:26 AM](#) via [Twitter for iPhone in reply to kathiri](#)
674. @kathiri Pork and beef, so only 50% haram ;) [Sunday, March 21, 2010 10:22:13 AM](#) via [Twitter for iPhone in reply to kathiri](#)
675. @backium Hungary [Sunday, March 21, 2010 10:18:02 AM](#) via [Twitter for iPhone in reply to backium](#)
676. [maz](#) @pytey as Im located in south east Asia those days I got this to lunch some days . Not so bad either. <http://yfrog.com/1v1qjj> [Sunday, March 21, 2010 8:33:25 AM](#) via [Twitter for iPhone in reply to pytey](#) Retweeted by [pytey](#)
677. gulyás! <http://yfrog.com/1auvwj> [Sunday, March 21, 2010 8:23:17 AM](#) via [Twitter for iPhone](#)
678. [szergelyiphone](#) Hungarian translate: <http://tinyurl.com/ykpwfth> thx to @iSuperG RT @iphone_dev: Nice history at <http://j.mp/dyJZCa> - @MuscleNerd & @pytey [Sunday, March 21, 2010 6:03:33 AM](#) via [TweetDeck](#) Retweeted by [pytey](#) and 1 other
679. first gulyas of the year! <http://yfrog.com/c9196bj> [Sunday, March 21, 2010 6:37:45 AM](#) via [Twitter for iPhone](#)
680. @doctorow thanks for the spoiler [Sunday, March 21, 2010 1:41:10 AM](#) via [Twitter for iPhone in reply to doctorow](#)
681. @martynkelly did you buy that in colette? [Thursday, March 18, 2010 1:29:13 PM](#) via [Twitter for iPhone in reply to martynkelly](#)
682. @sesam haha, that is neat. [Thursday, March 18, 2010 10:29:53 AM](#) via [Twitter for iPhone in reply to sesam](#)
683. @chloester Vibram weather also here in Budapest,

- Hungary! [Thursday, March 18, 2010 6:06:54 AM](#) via [Twitter for iPhone in reply to chloester](#)
684. [@simonpegg](#) <http://cursebird.com/simonpegg> [Wednesday, March 17, 2010 3:17:11 PM](#) via [Twitter for iPhone in reply to simonpegg](#)
685. [@jonathan_may](#) chdk guys dump new camera firmwares with a LED and photodiode <http://bit.ly/aWCImI> [Wednesday, March 17, 2010 3:57:37 AM](#) via [Twitter for iPhone in reply to jonathan_may](#)
686. [@hjaltij](#) OK, as there is already code for that if you hadn't. [Wednesday, March 17, 2010 3:56:56 AM](#) via [Twitter for iPhone in reply to hjaltij](#)
687. [@hjaltij](#) did you work out the serial number stuff? [Wednesday, March 17, 2010 1:03:35 AM](#) via web [in reply to hjaltij](#)
688. [@sesam](#) yay! [Wednesday, March 17, 2010 12:38:51 AM](#) via [Twitter for iPhone in reply to sesam](#)
689. [@njrabit](#) that is a good find. I know someone who worked on designing the bberg kb. They are 'leased' under NDA and shouldn't be resold. [Tuesday, March 16, 2010 10:19:22 PM](#) via [Twitter for iPhone in reply to njrabit](#)
690. [serafinowicz](#) CHECK IT OUT!!! RT [@mr_hopkinson](#): The Human jukebox is on form : <http://bit.ly/co5vxs> [#beardyman Tuesday, March 16, 2010 12:57:52 PM](#) via [TweetDeck](#) Retweeted by [pytey](#) and 6 others
691. [freaklabs](#) ARM users making NFC apps rejoice - ARM adds smart card core based on Cortex-M0: <http://is.gd/aKJwC> [Tuesday, March 16, 2010 9:45:21 AM](#) via [TweetDeck](#) Retweeted by [pytey](#)
692. [@trufflesbox](#) hahah :) [Tuesday, March 16, 2010 7:48:32 AM](#) via [Twitter for iPhone in reply to trufflesbox](#)
693. lovely bundáskenyér coming up soon! yummy! [Tuesday, March 16, 2010 5:53:33 AM](#) via [Twitter for iPhone](#)
694. 'ASIC in a box' from [@easic](#) - tools/service for 20 prototype ASICS with 350,000 logic cells for \$20K (in 5 weeks) <http://j.mp/aDNAC7> [Tuesday, March 16, 2010 5:36:59 AM](#) via [Twitter for iPhone](#)
695. [@pritchardswyd](#) sent you a DM [Tuesday, March 16, 2010 12:29:26 AM](#) via [Twitter for iPhone in reply to pritchardswyd](#)
696. [@9600](#) on the subject dunno if you've read the boeing paper on using steerable Ku u/links and BGP routing updates from the plane! :-| [Monday, March 15, 2010 1:21:27 PM](#) via [Twitter for iPhone in reply to 9600](#)
697. [@9600](#) shonky bonded 3G and satellite for non UMTS areas. Also strict caching for blackspots and cache updates over WiFi in stations. [Monday, March 15, 2010 1:12:51 PM](#) via [Twitter for iPhone in reply to 9600](#)
698. [@guydickinson](#) didn't know that red/gold is your colour, it suits you quite nicely though. Did you go for a leather waistcoat too? [Monday, March 15, 2010 6:55:20 AM](#) via

web

699. Well done Yogi the Hungarian Vizsla, best in show at Crufts out of 22,000 entrants from 122 different breeds! [Monday, March 15, 2010 4:33:00 AM](#) via [Nambu](#)
700. @[mariemcgregor](#) don't worry about the fact that it is irradiating your noggin with radio waves throughout the night ;) [Sunday, March 14, 2010 12:12:30 PM](#) via [Twitter for iPhone in reply to mariemcgregor](#)
701. goodbye @[tweetie](#) hello @[nambucum](#)! love it! [Sunday, March 14, 2010 5:21:22 AM](#) via [Nambu](#)
702. Well @[evenmeagher](#) @[daeken](#) the DangerMouse collaboration with Penfold was much better [#obscurelimeyjoke](http://tr.im/ROMM) [Sunday, March 14, 2010 5:20:52 AM](#) via [Nambu](#)
703. @[JohnnyTyson](#) meet @[bubzsi](#) and @[bubzsi](#) meet @[JohnnyTyson](#) [Sunday, March 14, 2010 3:42:10 AM](#) via [Twitter for iPhone](#)
704. vizslatastic! <http://yfrog.com/jkxejj> <http://yfrog.com/jxhmri> <http://yfrog.com/5mpuntj> [Sunday, March 14, 2010 3:05:51 AM](#) via [Twitter for iPhone](#)
705. @[musclenerd](#) @[marcan42](#) server issues at the moment, I'm onto it. [Saturday, March 13, 2010 4:06:39 PM](#) via [Twitter for iPhone](#)
706. @[0xcharlie](#) it's all cool, keep up the good work! :-)
[Saturday, March 13, 2010 12:17:15 PM](#) via [Twitter for iPhone in reply to 0xcharlie](#)
707. @[0xcharlie](#) first remote code execution maybe, certainly not 'first ever' exploit :-)
[Saturday, March 13, 2010 12:12:28 PM](#) via [Twitter for iPhone](#)
708. @[0xcharlie](#) 'first ever'? how do you think you were able to debug your mobilesafari sploit? toolchain, ssh? all provided by our earlier ones
[Saturday, March 13, 2010 12:04:05 PM](#) via web [in reply to 0xcharlie](#)
709. @[DuncanBannatyne](#) does that dress stand up to the Bannatyne stress tests? [Saturday, March 13, 2010 11:37:34 AM](#) via [Twitter for iPhone in reply to DuncanBannatyne](#)
710. @ [_maz](#) don't know who hacked it. Looks like Turkish hackers. Foolish/illegal of them to expose that SQL injection. [Saturday, March 13, 2010 8:32:04 AM](#) via [Twitter for iPhone in reply to _maz](#)
711. fair do's that was a cracking kick. [Saturday, March 13, 2010 8:16:45 AM](#) via [Twitter for iPhone](#)
712. epic scrum timewasting [Saturday, March 13, 2010 8:12:14 AM](#) via [Twitter for iPhone](#)
713. nice toys <http://bit.ly/beJy8U> why have they designed that site like one of those shady sites which always has a rendered software box? [Saturday, March 13, 2010 8:11:04 AM](#) via [Twitter for iPhone](#)
714. @[V1kram](#) I'm investigating replacements for Mac OS X not iPhoneOS. I'm happy with iPhone Tweetie, just have some issues with it on the Mac. [Saturday, March 13, 2010](#)

- 8:04:41 AM via [Twitter for iPhone in reply to V1kram](#)
715. [@folkology](#) cool. love this more though :) - <http://bit.ly/aDzPda> Saturday, March 13, 2010 7:43:37 AM via [Twitter for iPhone in reply to folkology](#)
716. [@folkology](#) this was ages ago I read about it, know what the chip is actually doing? Saturday, March 13, 2010 7:31:48 AM via [Twitter for iPhone in reply to folkology](#)
717. [@folkology](#) there is/was a lot of debate over what it is actually doing in there, speculation was a configurable future proof IO port. Saturday, March 13, 2010 7:29:11 AM via [Twitter for iPhone in reply to folkology](#)
718. Transputer Father David May (now [@XMOS](#) CTO) talks on BBC Radio 4's 'The Material World' about the Transputer and more <http://bit.ly/d6yQuP> Saturday, March 13, 2010 6:46:41 AM via [Twitter for iPhone](#)
719. [@JohnnyTyson](#) why you feeling horrible? Saturday, March 13, 2010 5:51:15 AM via [Twitter for iPhone in reply to JohnnyTyson](#)
720. [@tnare](#) you'll know in under a week. I have a promise from a man who at the moment will remain anonymous. Saturday, March 13, 2010 5:50:48 AM via [Twitter for iPhone in reply to tnare](#)
721. [@ronaldsb](#) oh, it is an iPhone app? I'm totally happy with Tweetie2 for the iPhone, just not so happy with the Mac OS X client. Saturday, March 13, 2010 5:36:36 AM via [Twitter for iPhone in reply to ronaldsb](#)
722. [@ronaldsb](#) ah, it is [@twitbird](#) - trying it out, thanks. Saturday, March 13, 2010 5:34:52 AM via [Twitter for iPhone in reply to ronaldsb](#)
723. [@ronaldsb](#) do you have a URL for [@TwitbirdPro](#) ? Saturday, March 13, 2010 5:34:23 AM via [Twitter for iPhone in reply to ronaldsb](#)
724. tried twittapp, itsy, echofon and twitterific (again) waiting to see if I can get a [@nambucum](#) beta invite. Back to [@tweetie](#) for the moment. Saturday, March 13, 2010 5:33:05 AM via [Twitter for iPhone](#)
725. trying out [@TwittApp](#) Saturday, March 13, 2010 5:03:54 AM via [Twitt](#)
726. Ben Fry on the iPad <http://benfry.com/writing/archives/608> Saturday, March 13, 2010 4:40:09 AM via [Twitter for iPhone](#)
727. Dave Jones from [@eevblog](#) has turned into the [@beargrylls](#) of EE <http://bit.ly/abU8dk> (or he has completely lost it) ;-) Friday, March 12, 2010 10:50:42 PM via [Twitter for iPhone](#)
728. [@9600](#) did you know that PIC32 has MIPS 4K core? Friday, March 12, 2010 1:17:47 PM via [Twitter for iPhone in reply to 9600](#)
729. [@9600](#) the pop out remote is the best bit. Friday, March 12, 2010 1:11:24 PM via web [in reply to 9600](#)
730. [@9600](#) I had to ditch my Indigo2 a few years back, I almost broke my back carrying the SGI branded Sony monitor to

the car. [Friday, March 12, 2010 1:00:20 PM](#) via [Twitter for iPhone in reply to 9600](#)

731. @martynkelly they sell a €25,000 Bentley laptop in there that is a tad OTT :) Also the employees hired to clean the finger prints from cases [Friday, March 12, 2010 10:36:02 AM](#) via [Twitter for iPhone in reply to martynkelly](#)
732. @pritchardswyd if you buy 'mobile.me' then there is a feature called 'find my phone' <http://bit.ly/yeaT8> btw why aren't you following me?! [Friday, March 12, 2010 7:45:40 AM](#) via [Twitter for iPhone in reply to pritchardswyd](#)
733. @martynkelly the _only_ place to go - <http://www.colette.fr/> [Friday, March 12, 2010 6:24:53 AM](#) via [Twitter for iPhone in reply to martynkelly](#)
734. @iainlee either holding the home button down for too long (or by accident) or you are hitting the button on your headphones erroneously [Friday, March 12, 2010 6:23:06 AM](#) via [Twitter for iPhone in reply to iainlee](#)
735. @iainlee can you remember me? I pranked you once with 'babba booeey' and sent it to stern. [Friday, March 12, 2010 5:04:41 AM](#) via [Twitter for iPhone in reply to iainlee](#)
736. @robinbeparry :D [Friday, March 12, 2010 4:41:36 AM](#) via [Twitter for iPhone in reply to robinbeparry](#)
737. @9600 reason I mention FreeBSD over Net is that a friend of mine was a NetBSD core developer actually now uses and recommends Free on desk. [Friday, March 12, 2010 4:27:45 AM](#) via [Twitter for iPhone in reply to 9600](#)
738. @trufflesbox disgusting is good! [Friday, March 12, 2010 4:13:23 AM](#) via [Twitter for iPhone in reply to trufflesbox](#)
739. @9600 if you have an airport extreme/time capsule it runs NetBSD ARM (I can give you console pinouts).tbh, FreeBSD is prolly better on desk. [Friday, March 12, 2010 4:12:53 AM](#) via [Twitter for iPhone in reply to 9600](#)
740. haha, love it @big_ben_clock [Friday, March 12, 2010 4:02:02 AM](#) via [Twitter for iPhone](#)
741. @bubzsi OK [Friday, March 12, 2010 3:58:58 AM](#) via [Twitter for iPhone in reply to rubikova](#)
742. @9600 'linux for show, BSD for the pro' [Friday, March 12, 2010 3:57:55 AM](#) via [Twitter for iPhone in reply to 9600](#)
743. @9600 I used to run NetBSD Sparc for a while in 1998 because I trashed my disk and I didn't have Solaris media, I used it for ~4 mths 24/7 [Friday, March 12, 2010 3:57:12 AM](#) via [Twitter for iPhone in reply to 9600](#)
744. welcome to @robinbeparry aspiring restaurateur and obscure electronica expert. Follow him please and make his day. [Friday, March 12, 2010 3:43:40 AM](#) via [Twitter for iPhone](#)
745. must find coffee.... [Friday, March 12, 2010 3:35:20 AM](#) via [Twitter for iPhone](#)
746. @bubzsi here you go, have a bazooka - <http://j.mp/br9T4b> [Thursday, March 11, 2010 11:56:51 PM](#) via [Twitter for iPhone in reply to rubikova](#)

747. @JohnnyTyson accountants, HR bods, lawyers or any profession along those lines all have this attitude here. You'll need to get used to it. [Thursday, March 11, 2010 11:50:45 PM](#) via [Twitter for iPhone in reply to JohnnyTyson](#)
748. @iwant2bskiing read my timeline <http://twitter.com/pytey> [Thursday, March 11, 2010 9:39:46 AM](#) via [Twitter for iPhone in reply to iwant2bskiing](#)
749. that didn't take long - <http://j.mp/bmmifE> absolutely irresponsible reporting from the BBC why didn't they blur out the SQL injection? [Thursday, March 11, 2010 9:31:13 AM](#) via [Twitter for iPhone](#)
750. @JohnnyTyson because you are using T-Mob and your IP address is registered as belonging to Deutsche Telekom so the site thinks u are in .de [Thursday, March 11, 2010 8:37:01 AM](#) via [Twitter for iPhone in reply to JohnnyTyson](#)
751. @trufflesbox the editor should have at least pixelated it or removed it altogether, the long URL _is_ the naughty hack you see. [Thursday, March 11, 2010 7:28:09 AM](#) via web [in reply to trufflesbox](#)
752. @trufflesbox well it means that anyone who watches that video can reconstruct the hack, it is a BBC provided 'how-to' for hacking a site :([Thursday, March 11, 2010 7:26:41 AM](#) via web [in reply to trufflesbox](#)
753. @spike72 in Budapest? [Thursday, March 11, 2010 7:09:10 AM](#) via [Twitter for iPhone in reply to spike72](#)
754. @spike72 is this your dog? Is she in Budapest? [Thursday, March 11, 2010 7:04:01 AM](#) via [Twitter for iPhone in reply to spike72](#)
755. I've just spotted that BBC publicises an SQL injection of a Georgian Govt. site live in news video <http://j.mp/9LvUun> <http://j.mp/9MlctI> [Thursday, March 11, 2010 5:38:29 AM](#) via [Twitter for iPhone](#)
756. @jonathan_may it needs an effective management system for handling the projects, rapid turnaround, all with low cost - not much to ask :) [Thursday, March 11, 2010 4:38:19 AM](#) via [Twitter for iPhone in reply to jonathan_may](#)
757. @bubzsi what nationality is this King you speak of? [Thursday, March 11, 2010 12:06:13 AM](#) via [Twitter for iPhone in reply to rubikova](#)
758. THE NEW DORK <http://bit.ly/9bllsh> genius. (via @daeken @swombat) [Wednesday, March 10, 2010 12:59:29 PM](#) via [Twitter for iPhone](#)
759. @jeriellsworth maybe @xmos @XCoreExchange or @jonathan_may can hook you up with something [Wednesday, March 10, 2010 3:27:18 AM](#) via [Twitter for iPhone in reply to jeriellsworth](#)
760. @jeriellsworth you should check out this tweet of mine - <http://j.mp/92pEt6> nice companion/alternative to FPGAs. They look awesome imo. [Wednesday, March 10, 2010 3:03:02 AM](#) via [Twitter for iPhone](#)

761. great stuff from @xmos and @XCoreExchange - <http://bit.ly/c5Am3r> they have a nice low cost dev kit available at <http://bit.ly/9KEjK9> Wednesday, March 10, 2010 2:30:53 AM via Twitter for iPhone
762. David May (who was the Inmos Transputer architect) is now CTO of a co. called @xmos I'm planning on using their chips soon, they look great. Wednesday, March 10, 2010 2:21:37 AM via Twitter for iPhone
763. as a kid I was an AtariST user & I dreamed of owning the Atari ATW800 transputer. I actually visited the Inmos fab as a kid. Wednesday, March 10, 2010 2:17:55 AM via Twitter for iPhone
764. @spike72 :-) Tuesday, March 09, 2010 1:06:06 PM via Twitter for iPhone in reply to spike72
765. @spike72 better than Unicum? Tuesday, March 09, 2010 12:57:56 PM via Twitter for iPhone in reply to spike72
766. I <3 dropzone from aptonic / @johnwinter it is *the* app you've always needed, but didn't know it. <http://j.mp/buYKvn> & <http://aptonic.com/> Tuesday, March 09, 2010 5:18:20 AM via Twitter for iPhone
767. @johnwinter cool isn't it :) Can I have a free license for that suggestion ;) Tuesday, March 09, 2010 4:56:32 AM via Twitter for iPhone in reply to johnwinter
768. @johnwinter how about this - <http://bit.ly/auIMpt> (well one of the first 'twangs' from the waveform) Tuesday, March 09, 2010 4:06:29 AM via Twitter for iPhone in reply to johnwinter
769. @danwagoner nice! Monday, March 08, 2010 8:46:28 AM via Twitter for iPhone in reply to danwagoner
770. @ableandgame just clicked through to your site, there is a great market you could sell your wares in Budapest - <http://www.wamp.hu/en/> Monday, March 08, 2010 2:34:45 AM via Twitter for iPhone in reply to ableandgame
771. @ableandgame No, but I don't live too far away from there, and it has a good reputation and great bar. Monday, March 08, 2010 2:31:03 AM via Twitter for iPhone in reply to ableandgame
772. @ableandgame Budapest = <http://www.grundhostel.hu/> Monday, March 08, 2010 1:56:15 AM via Twitter for iPhone in reply to ableandgame
773. what you looking at? <http://yfrog.com/j8timwj> Sunday, March 07, 2010 1:05:07 PM via Twitter for iPhone
774. Innards of the optoisolated switch section of the @onlinelightbulb - <http://yfrog.com/47re7kj> driven by debian, some java a rdbms and php. Sunday, March 07, 2010 6:03:34 AM via web
775. @JohnnyTyson cool, DM'd Sunday, March 07, 2010 3:57:18 AM via Twitter for iPhone in reply to JohnnyTyson
776. @JohnnyTyson ugh, dongles are not the best, although Vodafone has 7.2Mb/s HSDPA so quite nippy in Budapest. Dongle + Coffee shop WiFi then. Sunday, March 07, 2010

- 2:48:56 AM via [Twitter for iPhone](#) in reply to [JohnnyTyson](#)
777. yay! @[oninelightbulb](#) is back up! - <http://bit.ly/bvkCn0> feature request: webcam image of the lightbulb [Sunday, March 07, 2010 2:43:21 AM](#) via [Twitter for iPhone](#)
778. @[JohnnyTyson](#) (spotted you and followed you from a saved search the other day btw) :-)
[Sunday, March 07, 2010 2:37:06 AM](#) via [Twitter for iPhone](#) in reply to [JohnnyTyson](#)
779. @[JohnnyTyson](#) there are significantly faster broadband speeds (and more reliable ISPs) here than in the UK.
[Sunday, March 07, 2010 2:32:26 AM](#) via [Twitter for iPhone](#)
780. @[danwagoner](#) :-)
btw, here is a video of one of our Vizslas taken this morning - <http://vimeo.com/9967802> [Saturday, March 06, 2010 3:26:57 PM](#) via [Twitter for iPhone](#) in reply to [danwagoner](#)
781. @[danwagoner](#) <http://xs1.iphwn.org/vizsla1.mp3> & <http://xs1.iphwn.org/vizsla2.mp3> [Saturday, March 06, 2010 12:52:41 PM](#) via [Twitter for iPhone](#) in reply to [danwagoner](#)
782. @[danwagoner](#) hold on, getting the wife and sister-in-law to do an audio clip :-)
[Saturday, March 06, 2010 12:40:05 PM](#) via [Twitter for iPhone](#) in reply to [danwagoner](#)
783. @[danwagoner](#) viz(sh)-lah not veeshla :) [Saturday, March 06, 2010 10:56:22 AM](#) via [Twitter for iPhone](#) in reply to [danwagoner](#)
784. @[morrildl](#) email forwarded. Thanks. [Saturday, March 06, 2010 10:35:00 AM](#) via [Twitter for iPhone](#) in reply to [morrildl](#)
785. oops - <http://yfrog.com/j69tvp> [Saturday, March 06, 2010 10:25:41 AM](#) via [Twitter for iPhone](#)
786. @[spike72](#) Welcome to Hungary. Of course I'm an Apple user, but don't even start me on Apple service, price and support :) [Saturday, March 06, 2010 10:11:17 AM](#) via [Twitter for iPhone](#) in reply to [spike72](#)
787. Possibly the best site on the web - <http://bit.ly/bvkCn0> a switchable, twittering, web controlled lightbulb. follow him at @[oninelightbulb](#) [Saturday, March 06, 2010 10:09:54 AM](#) via [Twitter for iPhone](#)
788. @[spike72](#) the Dell store in the West End is typical unfortunately hi-tech sales staff consider themselves special and don't care about sales [Saturday, March 06, 2010 9:19:03 AM](#) via [Twitter for iPhone](#) in reply to [spike72](#)
789. @[scanlime](#) I was showing your sewing machine mod to my wife last night, she was v. impressed. Have you ever looked at laser cutting patterns? [Saturday, March 06, 2010 12:45:30 AM](#) via [Twitter for iPhone](#)
790. @[morrildl](#) Hi Dan, I tried emailing you the other day, not sure if I had the correct address? Any chance you could follow me so I can DM? [Saturday, March 06, 2010 12:43:29 AM](#) via [Twitter for iPhone](#) in reply to [morrildl](#)
791. @[scanlime](#) bust out the wavebubble - <http://bit.ly/bZAQZT> [Friday, March 05, 2010 12:49:12 PM](#) via [Twitter for iPhone](#) in reply to [scanlime](#)

792. @scanlime haha, yes it does, actually did you see this one - <http://onion.com/bYBTXU> Friday, March 05, 2010 12:36:05 PM via Twitter for iPhone in reply to scanlime
793. April 3rd for the iPad. <http://bit.ly/9A8I40> Friday, March 05, 2010 7:22:47 AM via Twitter for iPhone
794. Reading about Mark Zuckerberg hacks in 2004 <http://bit.ly/a4eJDa> <http://bit.ly/dvxtcj> Friday, March 05, 2010 2:08:06 AM via Twitter for iPhone
795. WarGames quiz, do you know your 'pencil' from your 'double' or 'WOPR' from 'Bo' ? <http://j.mp/awAQmY> Mine <http://yfrog.com/6u16tp> Thursday, March 04, 2010 12:02:18 PM via Twitter for iPhone
796. yet another tweetie @fusion ad clicked through. This time @typewar <http://typewar.com/iphone/> very cool. Thursday, March 04, 2010 12:42:21 AM via Twitter for iPhone
797. @pritchardswyd I hope you have spell checker on with all the 'writting' mate ;-) Wednesday, March 03, 2010 11:42:08 AM via Twitter for iPhone in reply to pritchardswyd
798. @bigcrustype sing 'god save the queen' in the style of the sex pistols version. Wednesday, March 03, 2010 10:27:04 AM via Twitter for iPhone in reply to NathanPask
799. Awesome things about @projectsugru 1) the Product 2) the inventor's amazing non anglicised Gaelic surname 3) they are in Bethnal Green Wednesday, March 03, 2010 2:20:25 AM via Twitter for iPhone
800. @Marmarati Tesco Hungary? They certainly didn't know what I was on about. Any chance of a freebee? and I'll review to my 2,781 followers :) Wednesday, March 03, 2010 2:11:28 AM via Twitter for iPhone in reply to Marmarati
801. are you a @foursquare user? read this <http://j.mp/atX4ie> usernames and passwords sent without SSL over WiFi (just base64 encoded) :-| Wednesday, March 03, 2010 1:36:10 AM via Twitter for iPhone
802. @johnwinter oh, also, while we are on wishlists, pasteboard directly to pastie with shortcut would be great, and also make pasties private Wednesday, March 03, 2010 12:55:31 AM via Twitter for iPhone in reply to johnwinter
803. @johnwinter yes, but @tinygrab doesn't allow scp let alone pubkeys or non standard ports. Please implement it in dropzone :) Wednesday, March 03, 2010 12:54:01 AM via Twitter for iPhone in reply to johnwinter
804. @johnwinter if you incorporated automatic screenshot sharing into dropzone, it would be _perfect_ Tuesday, March 02, 2010 11:54:04 PM via Twitter for iPhone in reply to johnwinter
805. @gb1501 heh, OK :) Tuesday, March 02, 2010 3:29:04 PM via Twitter for iPhone in reply to gb1501
806. @gb1501 eh? Tuesday, March 02, 2010 3:23:21 PM via Twitter for iPhone in reply to gb1501
807. loving dropzone from @johnwinter finally a decent

- autouploader that works with scp, non standard ports, & public keys - <http://j.mp/9pC7QU> Tuesday, March 02, 2010 3:17:33 PM via [Twitter for iPhone](#)
808. @scanlime yep, fun fun! \$99 devkit details here - <http://bit.ly/a16hyV> also has inbuilt USB FlashPro programmer so plug & play. Tuesday, March 02, 2010 9:10:52 AM via [Twitter for iPhone in reply to scanlime](#)
809. Got my GoodFET 22's thanks to the superb @travisgoodspeed <http://yfrog.com/4fod3jj> Tuesday, March 02, 2010 8:52:01 AM via [Twitter for iPhone](#)
810. @Marmarati yes. I am :-)) I've called Tesco and they didn't know what the hell I was talking about :-)) Tuesday, March 02, 2010 8:49:16 AM via [Twitter for iPhone in reply to Marmarati](#)
811. @bre <http://bit.ly/c3LkzS> Tuesday, March 02, 2010 6:49:15 AM via [Twitter for iPhone in reply to bre](#)
812. just convinced @marcan42 to buy technobox from @audiorealism - it is a very cool TB303 emulator that I'm addicted to <http://bit.ly/zUW2L> Tuesday, March 02, 2010 5:45:35 AM via [Twitter for iPhone](#)
813. mucho geeko from @marcan42 creatively abusing @gnihsb's twlfpga <http://bit.ly/awYcT6> - next he will use a wiimote as a sustain pedal ;-)) Tuesday, March 02, 2010 4:46:16 AM via [Twitter for iPhone](#)
814. @bigcrustyape marmite is my heroin. I WANT IT NOW. ;) Tuesday, March 02, 2010 4:08:56 AM via [Twitter for iPhone in reply to NathanPask](#)
815. @bigcrustyape I've just badgered @marmarati to see if they will stock it in Hungary :) (it is doubtful though). Tuesday, March 02, 2010 4:05:24 AM via [Twitter for iPhone in reply to NathanPask](#)
816. @Marmarati any idea if Tesco Hungary will be stocking Marmite XO? (certain stores stock the normal Marmite). Tuesday, March 02, 2010 4:03:30 AM via [Twitter for iPhone in reply to Marmarati](#)
817. drooling over a video <http://vimeo.com/9641327> from @bigcrustyape about Marmite XO. looking at @marmiteshop I WANT IT NOW Tuesday, March 02, 2010 3:45:20 AM via [Twitter for iPhone](#)
818. @marcan42 especially with the new low-cost FlashPro4 being ~37 EUR - <http://bit.ly/cGFTYq> and <http://bit.ly/9m9Hei> Tuesday, March 02, 2010 3:31:38 AM via web
819. @zodtttd I guess this is why it is a good experience for the end user, they sort the wheat from the chaff very nicely. Tuesday, March 02, 2010 2:57:31 AM via [Twitter for iPhone in reply to zodtttd](#)
820. I'm quite amazed by the amount of ads that I click through from @Fusion that are used in @tweetie - 0% of google ads vs ~70% fusion Tuesday, March 02, 2010 2:46:26 AM via [Twitter for iPhone](#)
821. @tnare <http://bit.ly/cxJ6Lk> Tuesday, March 02, 2010

- 2:09:42 AM via [Twitter for iPhone in reply to tnare](#)
822. @tnare looks like BGA only (from quickly checking the part numbers) [Tuesday, March 02, 2010 2:08:10 AM](#) via [Twitter for iPhone in reply to tnare](#)
823. Actel have announced 'SmartFusion' which is a hard ARM Cortex-M3 + FPGA in single package. @tnare will be pleased. <http://bit.ly/c6DTiX> [Tuesday, March 02, 2010 1:14:31 AM](#) via [Twitter for iPhone](#)
824. @drw2803 Not very well, the last time properly was when I was 9 [Tuesday, March 02, 2010 12:52:32 AM](#) via [Twitter for iPhone in reply to drw2803](#)
825. @drw2803 Croeso! [Monday, March 01, 2010 6:54:37 AM](#) via [Twitter for iPhone in reply to drw2803](#)
826. Dydd Gŵyl Dewi hapus i bawb! [Monday, March 01, 2010 2:56:43 AM](#) via [Twitter for iPhone](#)
827. @bl4sty haha :) [Friday, February 26, 2010 8:56:03 AM](#) via [Twitter for iPhone in reply to bl4sty](#)
828. @studangerous yes please! [Friday, February 26, 2010 7:18:17 AM](#) via [Twitter for iPhone in reply to studangerous](#)
829. @izsh1911 sorry there wasn't any horse meat involved ;-)
[Friday, February 26, 2010 5:43:33 AM](#) via [Twitter for iPhone in reply to izsh1911](#)
830. @drw2803 ham'n'eggs with brown bread. Not as good as blighty, but it'll do :) [Friday, February 26, 2010 5:40:36 AM](#) via [Twitter for iPhone in reply to drw2803](#)
831. @cdevwill typed it:) [Friday, February 26, 2010 5:10:02 AM](#) via [Twitter for iPhone in reply to chronic](#)
832. @cdevwill type what? [Friday, February 26, 2010 5:03:14 AM](#) via [Twitter for iPhone in reply to chronic](#)
833. hangover fix part 2 <http://yfrog.com/3ncnvauj> [Friday, February 26, 2010 5:00:25 AM](#) via [Twitter for iPhone](#)
834. hangover fix <http://yfrog.com/32vnsnj> [Friday, February 26, 2010 4:52:06 AM](#) via [Twitter for iPhone](#)
835. @studangerous yep, he is the best. I've seen him play many times. [Friday, February 26, 2010 4:27:34 AM](#) via [Twitter for iPhone in reply to studangerous](#)
836. 🎵 listening to Andrew Weatherall live in Cardiff. 🎵
[Friday, February 26, 2010 2:47:52 AM](#) via [Twitter for iPhone](#)
837. @drw2803 yes please :) [Friday, February 26, 2010 2:39:16 AM](#) via [Twitter for iPhone in reply to drw2803](#)
838. @drw2803 they are an ultra far-right fascist/racist/anti-gay/anti-semitic political party in Hungary [Friday, February 26, 2010 2:18:15 AM](#) via web [in reply to drw2803](#)
839. :(<http://yfrog.com/2en8bkj> [Friday, February 26, 2010 1:37:10 AM](#) via [Twitter for iPhone](#)
840. checking out @square and wondering if the service is offered outside US? [Thursday, February 25, 2010 11:54:12 PM](#) via [Twitter for iPhone](#)
841. <http://yfrog.com/1dtzssj> [Thursday, February 25, 2010 12:16:20 PM](#) via [Twitter for iPhone](#)

842. drinkies with [@guydickinson](#) in [#kuplung](#) Thursday, February 25, 2010 10:54:14 AM via [Twitter for iPhone](#)
843. [@chemicaloliver](#) and especially regarding the origins of the CPU sat in their pocket. Tuesday, February 23, 2010 5:18:17 AM via [Twitter for iPhone in reply to chemicaloliver](#)
844. [@pritchardswyd](#) been busy with a new project and I'm on a diet and health tip (we'll see how long that lasts!) :) Tuesday, February 23, 2010 1:33:29 AM via [Twitter for iPhone in reply to pritchardswyd](#)
845. [@pritchardswyd](#) I'm doing a talk around these devices, so hopefully I'll get some samples from manufactr. Liz mentioned you may be over soon. Tuesday, February 23, 2010 12:51:52 AM via [Twitter for iPhone in reply to pritchardswyd](#)
846. [@pritchardswyd](#) next time you come to Budapest, I'll show you the fitbit (mine should have arrived by then). Tuesday, February 23, 2010 12:12:48 AM via [Twitter for iPhone in reply to pritchardswyd](#)
847. [@chemicaloliver](#) that is the best profile picture eva! Monday, February 22, 2010 11:36:37 PM via [Twitter for iPhone](#)
848. [@pritchardswyd](#) have you seen <http://www.fitbit.com/> it monitors your activity patterns (calories burned etc) and also quality of sleep etc. Monday, February 22, 2010 11:10:04 PM via [Twitter for iPhone in reply to pritchardswyd](#)
849. [@TuttleTree](#) we have designed PwnageTool and other tools specifically so we don't have any copyright issues, *ever*. We hate warez. Tuesday, February 09, 2010 8:52:14 AM via web [in reply to TuttleTree](#)
850. [@TuttleTree](#) you obviously don't know anything about us or what we stand for. Tuesday, February 09, 2010 8:48:46 AM via web [in reply to TuttleTree](#)
851. [@copumpkin](#) awww, you need a hug or maybe a beer. Bit too early for a beer so seek out a hug. Tuesday, February 09, 2010 8:01:27 AM via web [in reply to copumpkin](#)
852. Pipacs sat in the snow :) <http://yfrog.com/3ng1xdj> Saturday, January 30, 2010 12:25:08 PM via [Twitter for iPhone](#)
853. Vita sat in the snow. <http://yfrog.com/at1e6j> Saturday, January 30, 2010 12:19:54 PM via [Twitter for iPhone](#)
854. [guydickinson](#) With an iPad/Phone. Apple are basically our IT dept, right? And no, you can't have admin rights. Saturday, January 30, 2010 2:54:02 AM via [Twitter for iPhone](#) Retweeted by [pytey](#) and 5 others
855. rockin it at <http://trafo.hu/> *burp* Saturday, January 09, 2010 3:44:05 PM via [Twitter for iPhone](#)
856. Stunning bookstore! <http://yfrog.com/3g3ubsj> <http://yfrog.com/4eoqsnj> <http://yfrog.com/auqi9gj> Wednesday, December 30, 2009 8:13:54 AM via [Twitter for iPhone](#)

857. Time to look at all the lovely old fashioned analogue books while they still exist ;) <http://yfrog.com/35kyraj>
<http://yfrog.com/4g7k1xj> Wednesday, December 30, 2009 8:11:05 AM via [Twitter for iPhone](#)
858. Epic Chinglish/Hunglish menu mashup <http://yfrog.com/auar2xj> Monday, December 28, 2009 9:58:34 AM via [Twitter for iPhone](#)
859. My wife and I are spoiling ourselves with Chinese take away before 2010 fitness plans :) <http://yfrog.com/4g5lyhj> Monday, December 28, 2009 9:53:46 AM via [Twitter for iPhone](#)
860. @MuscleNerd @angiexpangie sorry chaps it was a twitter reply mishap 6:04 PM Dec 23rd, 2009 via [Twitter for iPhone in reply to MuscleNerd](#)
861. I've just seen an epic bag on the metro at Kálvin tér <http://yfrog.com/4iezmjxj> 8:06 AM Dec 23rd, 2009 via [Twitter for iPhone](#)
862. One of my cats is chewing my iPhone cable. His name is Uri Geller and his brother is called Turo Rudi 7:13 AM Dec 23rd, 2009 via [Twitter for iPhone](#)
863. @iHacker don't think so 6:10 AM Dec 23rd, 2009 via [Twitter for iPhone in reply to MemPwner](#)
864. @daeken good good. How is the android haxing? How is the doggie? 11:26 AM Dec 22nd, 2009 via [Twitter for iPhone in reply to daeken](#)
865. @szergelyiphone btw @zoldmali breeds the Mac OS X of Vizslas :) 11:11 AM Dec 22nd, 2009 via [Twitter for iPhone in reply to szergelyiphone](#)
866. @szergelyiphone @daeken is one of the old school iPhone hackers and has a Vizsla also. 11:05 AM Dec 22nd, 2009 via [Twitter for iPhone in reply to szergelyiphone](#)
867. @szergelyiphone I have 3 :) wirehaired from champion line, shorthaired and rare genetic fault longhaired. Named Alma, Pipacs & Vita 11:00 AM Dec 22nd, 2009 via [Twitter for iPhone in reply to szergelyiphone](#)
868. Going into Budapest center. Some beers with friends. 10:41 AM Dec 22nd, 2009 via [Twitter for iPhone](#)
869. @daeken how is the Vizsla? 11:17 AM Dec 21st, 2009 via [Twitter for iPhone in reply to daeken](#)
870. full of cake 7:50 AM Nov 1st, 2008 via [Twitterrific](#)

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EXHIBIT S

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

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GAMING

Hacker releases PlayStation 3 root key

By Emil Protalinski, TechSpot.com

Published: January 3, 2011, 10:14 PM EST

Hacker George Hotz, also known as [GeoHot](#), has posted what he claims to be the PlayStation 3 root key, which is used for code signing games. GeoHot, who is known for helping crack the iPhone, has not only found the key, which groups have claimed in the past, but he has posted it to the public.



The root key lets the PS3 know that a piece of software is legitimate. If other hackers start using it (and it is indeed the real one), the key will let them make custom software or easily use pirated games. It will make it possible to run homebrew without the need for psjailbreak-style USB-devices. It also provides hope for those at firmware version 3.55 that have no way of downgrading.

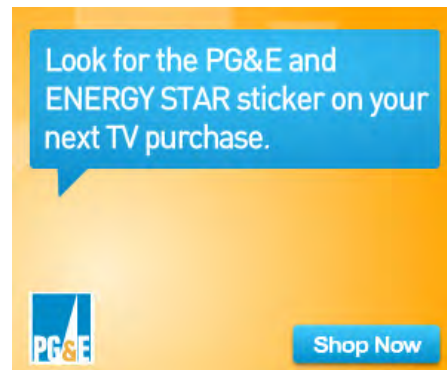
The key cannot be changed without hardware modifications (firmware updates are not enough), and even doing so would render current software inoperable. In short, Sony will have a hard time fighting hacks developed with this key. The company has yet to issue a statement regarding the news; there are likely quite a number of people currently working overtime to figure out the implications of the key being available for the world to see.

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shh28

on January 4, 2011
12:55 AM

Apple/Sony/Microsoft or somebody seriously needs to hire this guy.

[Reply](#) | [Quote](#)

realista69

on January 4, 2011

Wow, lets all hack the PS3!!!

1:17 AM

Like now, go on, go.

..onnn...

[Reply](#) | [Quote](#)**benny26**on January 4, 2011
3:37 AM

Damn. Why am i not rich enough to have the confidence to experiment with this sort of stuff...Mind, i hardly play the PS3 anyway. ☹

Still a quality piece of hardware though.

[Reply](#) | [Quote](#)**Guest**on January 4, 2011
4:37 AM

this turd should be sent to a Chinese "re-education" camp !

[Reply](#) | [Quote](#)**mosu**on January 4, 2011
6:25 AM

It's OK for big companies like Sony to get kicked now and then, to remind them that they grow on people's money. BTW, GeoHot's name "Hotz" means thief in romanian. Good luck and a happy new year 2011 to all!

[Reply](#) | [Quote](#)**edison5do**on January 4, 2011
6:56 AM

Well, this will hurt the developers butget, But it will boost Sny PS3 Sales like a Sky Rocket, just like when PS2 got hacked.

[Reply](#) | [Quote](#)**burty117**on January 4, 2011
8:09 AM

It was only a matter of time I guess, just like the master key to HDCP protection for Blu-Rays.

Again i'm not standing up for Piracy or anything but people will always find a way round DRM systems if it locks the machine down too much such as this stops home brew software. If I had bought a PS3 and wanted to create and test my own home brew game on the platform I would be slightly peeved that the machine I bought was locked down.

I wonder if this will have a knock-on effect with game prices possibly going down?

[Reply](#) | [Quote](#)**9Nails**on January 4, 2011
10:09 AM

Again, this is a reminder why DRM only hurts the honest people. People who want to bypass your rights management can and will do so. But the honest majority of us suffer through rights restrictions.

[Reply](#) | [Quote](#)**Guest**on January 5, 2011
5:15 AM

Either you are a corporate puppet, or you have no imagination what so ever! You seem to be a bitter and angry nancy man

[Reply](#) | [Quote](#)**trillionsin**on January 5, 2011
10:03 AM

Would anyone be willing to fill me in on why you would need this anyways????

[Reply](#) | [Quote](#)**3dcgmodeler**on January 5, 2011
10:52 AM

cool..... now to play the right way yahooo
It worked..... ☺

[Reply](#) | [Quote](#)**Guest**on January 5, 2011
11:27 AM

I do think if Sony didn't removed linux, they would not of incurred the wrath of the hacker community.
I blame Sony over-reaction that lead to this situation.

[Reply](#) | [Quote](#)**Leeky**on January 5, 2011
11:29 AM

Would anyone be willing to fill me in on why you would need this anyways????

My understanding is to be able to play non-genuine discs with your PS3 (copies of originals you own perhaps?), though I guess that also means illegal copies of games could also be played with the root key mod as well.

[Reply](#) | [Quote](#)

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trillionsinon January 5, 2011
11:37 AM

Leeky said:

Would anyone be willing to fill me in on
why you would need this anyways????

My understanding is to be able to play non-genuine discs
with your PS3 (copies of originals you own perhaps?),
though I guess that also means illegal copies of games
could also be played with the root key mod as well.

Thanks, I appreciate that. I didnt realize thats what this allowed.. guess I
didnt read the article very well. Thank you for spelling it out for me.

Some friends were talking about making their newer PS3's play older
games such as PS2/PS. But I dont think that this allows that to happen, as
reading the older discs is actually a hardware issue. Right?

[Reply](#) | [Quote](#)**Guest**on January 5, 2011
12:32 PM

The main intention of the original hackers was to be able to run Linux on the
machine, which has a rather cool vector processor useful for scientific and
commercial work as well as hobbyist stuff. The original ps3 sold with this
option as "other OS" and people who where not interested in games bought
it for this, but they did not include it on the new ps3 slim. This limitation was
artificial and when someone tried to bypass it on the slim they removed the
feature form the original retroactively via an update. The home brew and
developer community got to work to reapply this feature by other means and
the piracy opportunities where simply an unimportant (to them) side effect.
Piracy is however easier than re-creating the other OS feature and it will be a
few weeks/moths before this is completed enough to be done by home
users.

[Reply](#) | [Quote](#)**yRaz**on January 5, 2011
12:52 PM

I wont buy a PS3, it has so much potential...If people want to BUY a PS3 and
install linux or windows on it, they should be aloud too. It's just another
computer with proprietary hardware and more DRM than sense.

Here is a good idea for stopping piracy, make games WORTH buying. If they
aren't worth buying, adjust the price accordingly. I feel bad for the people
paid for black ops at full price. That is not a \$60 game. It's more like a \$30
game...I Probably wouldn't play it even if I got it for free.

[Reply](#) | [Quote](#)**biggabarr**on January 5, 2011
4:23 PM

don't be fooled its not about piracy or any other illegal stuff, its about making
more money off console sales for sony every body wins when there is a
hack system like ps3 companies starts to develop programs and hardware
for modification and ps3 is getting old now , there will be a replacement for it
soon so why not release the keys .
its only fair for those folks who buy genuine games to have a back up, just in
the event you scratch the disc.

[Reply](#) | [Quote](#)**Guest**on January 6, 2011
2:13 AM

i spotted this because i was looking to see if anyone had got around sony
removing my unix from my ps3 .. if sony had not been an *ss by removing
other os then i guess this would not have happened .. karma .. no sympathy
..

[Reply](#) | [Quote](#)**Guest**on January 6, 2011
7:53 PM

lol nice... get on...

now!!!

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EXHIBIT T

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
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SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT



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- PS3FOXX-GUI: Easily Create PKG Files <http://dlvr.it/D6L9w> #psjailbreak #ps3 about 2 hours ago
- Flukes1: Tomorrow We Patch Peek/Poke Into Lv1 <http://dlvr.it/D6L9K> #psjailbreak #ps3 about 2 hours ago
- PS3 3.55 CFW WITH PEEK/POKE! - BACKUP MANAGERS CAN NOW WORK! <http://dlvr.it/D2ccr> #psjailbreak #ps3 1 day ago
- First signed homebrew packages released! <http://dlvr.it/D0XX5> #psjailbreak #ps3 1 day ago
- PS3 CFW Evilnat BETA Arrives and BackUp Loader WIP Detailed <http://dlvr.it/Cznst> #psjailbreak #ps3 1 day ago

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01-02-2011, 03:42 PM

#1



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Posts: 350

Geohot: Here is your PS3 Root Key! - Now with "HELLO WORLD" proof!

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Earlier this afternoon, **geohot** decides to release the PS3 Root Key!

Here is his original news breaking post on our PSX-SCENE forums:

Quote:

Originally Posted by **geohot** 
keys open doors

Code:

```
erk: C0 CE FE 84 C2 27 F7 5B D0 7A 7E B8 46 50 9F 93 B2 38 E7 70 DA CB 9F F4 A3 8
riv: 47 EE 74 54 E4 77 4C C9 B8 96 0C 7B 59 F4 C1 4D
pub: C2 D4 AA F3 19 35 50 19 AF 99 D4 4E 2B 58 CA 29 25 2C 89 12 3D 11 D6 21 8F 4
R: 80 6E 07 8F A1 52 97 90 CE 1A AE 02 BA DD 6F AA A6 AF 74 17
n: E1 3A 7E BC 3A CC EB 1C B5 6C C8 60 FC AB DB 6A 04 8C 55 E1
K: BA 90 55 91 68 61 B9 77 ED CB ED 92 00 50 92 F6 6C 7A 3D 8D
Da: C5 B2 BF A1 A4 13 DD 16 F2 6D 31 C0 F2 ED 47 20 DC FB 06 70
```

~geohot

*props to fail0verflow for the asymmetric half
 no donate link, just use this info wisely
 i do not condone piracy*

*if you want your next console to be secure, get in touch with me. any of you 3.
 it'd be fun to be on the other side.*

*...and **this** is a real self, hello world
 although it's not NPDRM, so please wait to run...
 shouts to the guys who did PSL1GHT
 without you, I couldn't release this*

first piece of homebrew you can run
 put in service mode, put on usb stick, boot

UPDATE: Now updated with sample REAL "hello world", as proof, and now updated again with MORE proof, a sample "lv2diag.self" file that works in service mode to say "hello world"!

Quote:

Originally Posted by **IRC**
 [18:59:11] <@geohot> who wants homebrew?
 [18:59:17] <@geohot> <http://geohot.com/Lv2diag.self>
 [18:59:30] <+jas0nuk> ooh, nice
 [18:59:31] <@geohot> file writing crashes for some reason
 [18:59:36] <@geohot> but...enjoy
 [18:59:49] <@geohot> creates "geohot.txt" on usb key and then shuts down
 [19:00:00] <@geohot> enter service mode and place on usb stick to run

Attached Files

 [geohot_1st.self](#) (78.0 KB, 2378 views)
 [Lv2diag.self](#) (12.2 KB, 904 views)



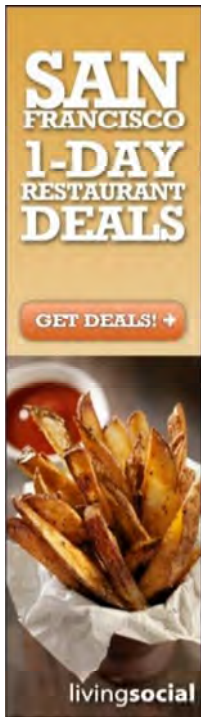
Last edited by garyopa; 01-03-2011 at 07:18 PM. Reason: Added HELLO WORLD and SERVICE MODE proof!



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01-02-2011, 03:43 PM

geohot **OFFLINE**
Registered User

[keys open doors](#)

theres your root key



01-02-2011, 03:46 PM

justsomeone **OFFLINE**
Registered User

Geohot: Here is your PS3 Root Key!

Quote:

Originally Posted by **geohot**
[keys open doors](#)

theres your root key

f*%king love you man!!!



01-02-2011, 03:46 PM

Brubaker **OFFLINE**
I'm in your corner.

Quote:

Originally Posted by **geohot**
[keys open doors](#)

theres your root key

I think you just got yourself some more front page news...

SONY
epic.fail



01-02-2011, 03:46 PM

Mack702 **OFFLINE**
A Quality Dose

Edit :

LoL we all posted that at the same time !



01-02-2011, 03:47 PM

pspman3 **OFFLINE**
Registered User

for real except he might work on ps4 but at least there is the keys not the hashes



01-02-2011, 03:47 PM

cloud7928 **ONLINE**
Registered User

Quote:

Originally Posted by **geohot**
[keys open doors](#)

theres your root key

YOU ARE A GOD!!



#2

Join Date: Dec 2010
Posts: 15

#3

Join Date: Jan 2011
Posts: 2

#4

Join Date: Nov 2010
Location: Bristol, UK
Posts: 56

#5

Join Date: Sep 2010
Posts: 78

#6

Join Date: Jan 2011
Posts: 6

#7

Join Date: Dec 2010
Posts: 4

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01-02-2011, 03:47 PM

#8

KoOIKiDsKluB **OFFLINE**
BBQHAX

Join Date: Sep 2010
Location: Texas
Posts: 151

Quote:

Originally Posted by **geohot**
keys open doors

theres your root key

Is that the oh so important "Private Key"!? If so, you are my new god!

120Gb internal Slim PS3 - 3.41 - PSFreedom on HTC G1 w/ Hermes 4b; 160GB Slim PS3 - 3.55; White Wii - 4.0u - softmodded - 2Gb SD Card; Star Wars Edition Slim PSP - 5.50 GEN-D3 - 2Gb Memory Stick; 500Gb external HDD shared between the Wii and 3.41 PS3



01-02-2011, 03:48 PM

#9

ZoneTw0 **OFFLINE**
Registered User

Join Date: Nov 2010
Posts: 23

Quote:

Originally Posted by **geohot**
keys open doors

theres your root key

Thanks god, too bad you're going to the other side. I thought you liked having fun



01-02-2011, 03:48 PM

#10

hodge74 **OFFLINE**
Registered User

Join Date: Oct 2010
Posts: 241

Quote:

Originally Posted by **ZoneTw0**
Thanks god.

which key is this one

PS3 Slim 320GiG
Nano 1G



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Page 1 of 90 1 2 3 11 51 > Last »

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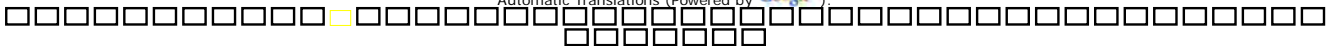
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EXHIBIT U

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

[FILED UNDER SEAL]

EXHIBIT V

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

[FILED UNDER SEAL]

EXHIBIT W

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

[FILED UNDER SEAL]

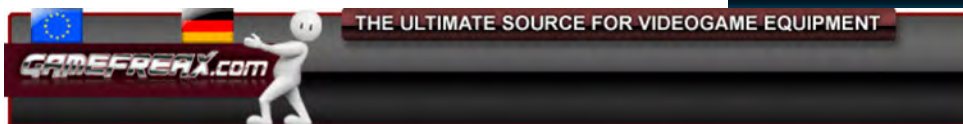
EXHIBIT Y

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

[FILED UNDER SEAL]

EXHIBIT X

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT



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- Geohot: Full 3.55 CFV PS3 Jailbreak Is Working! <http://dlvr.it/CrsNM> #psjailbreak #ps3 about 5 hours ago
- Codename: REBUG - v3.41E Beta 1.0.1 - SIGNED PUP Release! <http://dlvr.it/CpTHj> #psjailbreak #ps3 about 21 hours ago
- PSP PS3 PKG Decrypter Extractor v.1.0.0.0 by Mathieulh <http://dlvr.it/CpQDR> #psjailbreak #ps3 about 22 hours ago
- Sony comments on PS3 hacks! - Series of Network Updates Are Planned! <http://dlvr.it/Cp1J2> #psjailbreak #ps3 1 day ago
- FwPKG Fixed <http://dlvr.it/CICHH> #psjailbreak #ps3 1 day ago

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Today, 05:51 AM



The Central Scrutinizer **OFFLINE**
 PSX-Scene Admin Bot

Geohot: Full 3.55 CFV PS3 Jailbreak Is Working!

Page 1 of 42 1 2 3 11 > Last >

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#1

Join Date: Jul 2002
 Posts: 338

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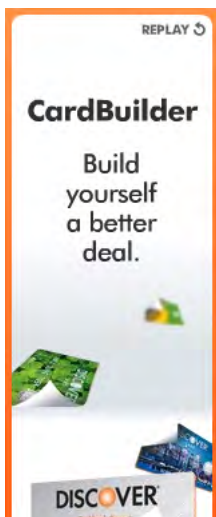
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 * **X3 Max**
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 * **E3 Card Reader**



I made a video

YouTube - "Jailbroken" PS3 3.55 with Homebrew



Shortly after 4am, **Geohot** updates his [website](#), and just adds this above video!

Quote:

Originally Posted by **dukio**

In what could be a glorious day to the PS3 scene, geohot has finally able to Jailbreak the 3.55 firmware that will comes in PUP which means a CFW!

But wait, George Hotz has stated that there will be no "peek & poke" in his PUP which would then enabled mass piracy of PS3 games in the scene. With this particular news, i am not sure if i would be happy or not..

Anyway, he will release a video later for this, so let's wait for the excitement and listen to the Great Geohot icon biggrin Geohot: Full 3.55 CFW PS3 Jailbreak Is Working!

Code:

```
[17:03] < @geohot> yea, full jailbreak working icon smile Geohot: Full 3.55 CFW
[17:04] < +grandy> nice geohot
[17:04] < @geohot> package installed and run
[17:04] < +Xtse> good job
[17:04] < +segobi> good work yes
[17:04] < +inf1> icon surprised Geohot: Full 3.55 CFW PS3 Jailbreak Is Working!
[17:04] < +evilsperm> and grats geohot lol
[17:04] < +inf1> kernel patching or npdrm builder?
[17:04] < @dwrfcrank> geohot: cool
[17:04] < @geohot> omg no kernel patching
[17:04] < @geohot> omg omg omg omg
[17:04] < @dwrfcrank> icon biggrin Geohot: Full 3.55 CFW PS3 Jailbreak Is Working!
[17:05] < @dwrfcrank> geohot's reactions wrt kernel patching are always fun
[17:08] < +RyLoS> geohot: full jb working on 3.55?
[17:08] < +inf1> well, he probably signed right and bypassed npdrm
[17:09] < +inf1> but how he delivers it to the ps3
[17:09] < +djp> yea he said yesterday he was working on npdrm
[17:09] < +inf1> ?
[17:09] < +RyLoS> so syscalls working?
[17:12] < @geohot> no peeking or poking
[17:12] < @geohot> stop ir
[17:12] < @geohot> *it
[17:12] < @geohot> updating to 3.55...
[17:13] < +inf1> so, you installed it on jailbroken 3.41 and just updating to 3.55?
[17:13] < @geohot> no deliver way?
[17:13] < @geohot> installed on unjailbroken 3.41
[17:13] < +inf1> how
[17:13] < @geohot> deliver in pup eventually
[17:13] < @geohot> now it's lv2dia
```

Personally, I don't see the point of this, but he claims his developer tools are almost ready, and he might do an release in a couple of days or more, maybe after that someone will silently produce a better "memory patch" with more kernal features that truly everyone is waiting and hoping for. 😊

News Source: **Dukio**

Thanks for the one million tweets, pm's, member news submits while I was sleeping!
 But *logock* gets the submit credit for being the fastest poster in the PS3 wild west!

SOURCE: <http://psx-scene.com/forums/f6/geohot-full-3-55-cfw-ps3-jailbreak-working-74836/>
Accessed: 01/07/2011

```
[17:03] < @geohot> yea, full jailbreak working icon smile Geohot: Full 3.55
CFW PS3 Jailbreak Is Working!
[17:04] < +grandy> nice geohot
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[17:04] < +evilsperm> and grats geohot lol
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[17:04] < @geohot> omg no kernel patching
[17:04] < @geohot> omg omg omg omg
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[17:08] < +RyLoS> geohot: full jrb working on 3.55?
[17:08] < +inf1> well, he probably signed right and bypassed npdrm
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[17:12] < @geohot> *it
[17:12] < @geohot> updating to 3.55...
[17:13] < +inf1> so, you installed it on jailbroken 3.41 and just updating to
3.55?
[17:13] < +inf1> no deliver way?
[17:13] < @geohot> installed on unjailbroken 3.41
[17:13] < +inf1> how
[17:13] < @geohot> deliver in pup eventually
[17:13] < @geohot> now it's lv2diag
[17:14] < +inf1> what about npdrm
[17:14] < @geohot> beasted
[17:14] < @geohot> make_self_npdrm works
[17:14] < @geohot> and i currently patch nas_plugin
[17:14] < +inf1> sweet
[17:14] < @geohot> but thats up in the air
[17:15] < +Xtse> I think I added the wrong description to my git when adding
the key Mathieulh posted inside the source for psp ps3 pkg~..
[17:15] < +Xtse> nas_plugin memory patch?
[17:15] < @Mathieulh> lol
[17:15] < @geohot> nah, on dev_flash patch
[17:15] < @geohot> memory patch = lv2
[17:15] < @geohot> and omg omg omg omg no
[17:16] < @geohot> make_sprx works too
[17:16] < @geohot> if i do release, it won't be for a couple days
[17:16] < @geohot> but its 4am here, i might still do a video tonight
[17:17] < @geohot> omg updates are so slow
```




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giganews.com with Giganews Usenet Newsgroups!

Last edited by logock; Today at 07:05 AM.



Quote

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Today, 06:35 AM

#2

Zerrox **OFFLINE**
Registered User

Join Date: Aug 2010
Posts: 49

GeoHot jailbreaks 3.55! Proof-of-concept-video!

YouTube - "Jailbroken" PS3 3.55 with Homebrew



Quote

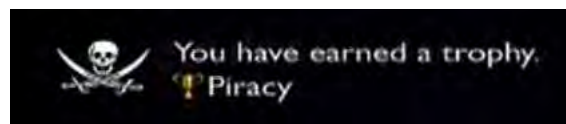
Today, 06:40 AM

#3

Coldmine **ONLINE**
Warez Pirate

Join Date: Dec 2010
Posts: 43

feels like



Quote

Today, 06:41 AM

#4

Ryanlundie **OFFLINE**
Turtle Modder

Join Date: Aug 2010
Posts: 26

Geohot Jailbroken 3.55 Video

YouTube - "Jailbroken" PS3 3.55 with Homebrew

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Your A



Quote

Today, 06:42 AM

#5



subcon959 OFFLINE
Registered User

Join Date: Oct 2010
Posts: 371

Quote:

< @geohot > if i do release, it won't be for a couple days

That's always a big IF when it's Geohot.

Finally back @ 3.41 🙌



Quote

Today, 06:45 AM

#6



Noxside OFFLINE
Retro Gamer

Join Date: Nov 2010
Location: Norway
Posts: 47

oh be damn, running unsigned homebrew and ofc no backup support. This will be interesting =)

Best part no dongles :>

PS3 Fat - 1TB Hemres Payload
Wii Softmod 4.2
Xbox 360 Benq LT+



Quote

Today, 06:50 AM

#7



kinghaji OFFLINE
Registered User

Join Date: Jan 2011
Posts: 43

I really hope he doesn't hold out on us! I don't care too much about backups, I don't have many PS3 games anyways (I use it mostly in conjunction with PS3 Media Server,) but hopefully someone will dare to patch the lv2 kernel with the needed syscalls for it, or someone figures out a way to do it without those syscalls.



Quote

Today, 06:51 AM

#8



Anony OFFLINE
Registered User

Join Date: Sep 2010
Location: Desert
Posts: 123

so we can install backup managers but it wont let us run the games?

Olimex AVR-USB-162 + AVR-USB-STK Flashing Guide W/ [Hermes v3 Compiled Hex](http://tinyurl.com/olimexguide):
<http://tinyurl.com/olimexguide>

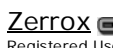
Enjoy 😊



Quote

Today, 06:52 AM

#9



Zerrox OFFLINE
Registered User

Join Date: Aug 2010
Posts: 49

Most likely..



Quote

Today, 06:52 AM

#10

dondahaka **OFFLINE**

Registered User

Join Date: Nov 2010
Posts: 7

And THIS is guy who can only do it right ! Impressive Geohot 😊 Awesome work. You will stay in our minds forever as a the best hacker 😊



Quote

New Reply

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Tags

[cfw 3.55 mfw](#), [geohot](#), [jailbreak 3.55](#), [ps3 playstation 3](#)
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EXHIBIT Z

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

BBC NEWS

TECHNOLOGY

5 January 2011 Last updated at 20:17 ET

iPhone hacker publishes secret Sony PlayStation 3 key

By Jonathan Fildes
Technology reporter, BBC News

The PlayStation 3's security has been broken by hackers, potentially allowing anyone to run any software - including pirated games - on the console.

A collective of hackers recently showed off a method that could force the system to reveal secret keys used to load software on to the machine.

A US hacker, who gained notoriety for unlocking Apple's iPhone, has now used a similar method to extract the PS3's master key and publish it online.

Sony declined to comment on the hack.

"The complete console is compromised - there is no recovery from this," said pytey, a member of the fail0verflow group of hackers, who [revealed the initial exploit at the Chaos Communication Congress in Berlin in December](#).

"This is as bad as it gets - someone is getting into serious trouble at Sony right now."

The group, which has previously hacked Nintendo's Wii and says it is vehemently against

games piracy, said that it had developed the hack so that it could install other operating systems and community-written software - known as homebrew - on the powerful machine.

"The details we provided and information and techniques we disclosed would have been enough to install Linux," he said. "We have no interest in piracy."

Following the presentation, US hacker George Hotz, who has previously hacked parts of the console, used a similar technique to extract the master key. He has now published it on his blog.

This formerly secret number is used to "sign" all games and software that run on the system, to authenticate that it is genuine and approved by Sony.

However, once the key is known it can be used to sign any software - including unofficial software and games.

"I hate that it enables piracy," said Mr Hotz. "The publication of the key is more academic than anything else."

The number also works for Sony's handheld console the PlayStation Portable, said Mr Hotz.

Developers have already started [releasing tools](#) to develop new software for the PS3 using the hacks.

'Valid target'

The PS3 - once regarded as the most secure of the game's consoles, and the only one not to have been permanently cracked - has in the last 12 months come under increasingly scrutiny from hackers.

In January 2010, Mr Hotz claimed to have cracked the console.

Following his initial announcement, Sony released an update disabling a function, called OtherOS, that allowed gamers to install a version of Linux on their machines, thought to have been exploited by Mr Hotz.

Many saw it as a pre-emptive strike to guard against games piracy.

Mr Hotz never released the exploit and publicly said that he had stopped work on the console.

But Sony's removal of OtherOS prompted other hackers to begin to look at the system more closely.

"It became a valid target," pytey told BBC News. "That was the motivation for us to hack it."

He said the team had spent "months" trying to find their way into the system.

"It was not trivial to do this," he said.

In the end, the flaw that allowed them to crack the system was a basic cryptographic error that allowed them to compute the private key, held by Sony, he said.

"Sony uses a private key, usually stored in a vault at the company's HQ, to mark firmware as valid and unmodified, and the PS3 only needs a public key to verify that the signature came from Sony.

"Applied correctly, it would take billions of years to derive the private key from the public key, or to make a signature without knowing the private key, even when you have all the computational power in the world at your disposal."

But the team found that Sony had made a "critical mistake" in how it implemented the security.

"The signing recipe requires that a random number be used as part of the calculation, with the caveat that that number must be truly random and not predictable in any way," the team said.

"However, Sony wrote their own signing software, which used a constant number for each signature."

This allowed the team to use "simple algebra" to uncover Sony's secret key, without access to it.

"This is supposed to be the most secret of secret of secrets - it's the Crown jewels," said pytey.

The team decided to publish its method but not the keys.

After the team revealed their hack, Mr Hotz said that he was prompted to renew his work on the system.

"What fun is a race if no-one else is running," he said. "fail0verflow did great work - they took it up a level."

Using a similar technique he was able to extract the entire master key for the system, which he subsequently published online along with a demonstration of it in action.

However, he has not released the method he used to extract the key.

"There is no reason to," he said.

However, he said that he may release a piece of software that will allow people to easily sign their own pieces of software and homemade games - also known as homebrew - on to the console.

"I have a program running but am thinking of a good way to release it," he said.

Like fail0verflow, he said that he does not condone games piracy.

"I do not want it to be able to sign official Sony programs. I'd like it just to be able to sign homebrew."

fail0verflow said it "disagrees" with Mr Hotz's decision to release the key, saying that it expects them "to make piracy easier without accomplishing anything intrinsically useful".

Legal worry

Sony takes a dim view of people hacking its system.

Last year, a team released a USB dongle called PSjailbreak that contained software that allowed gamers to play homemade and pirated games on the PlayStation 3.

Sony updated its consoles to block the software and took legal action against distributors in many countries.

However, according to pytey, it may not be so easy to fix the problem this time.

"The only way to fix this is to issue new hardware," he said. "Sony will have to accept this."

He said that he thought his group was on safe legal ground with its work.

"I haven't stolen anything," he said. "It's my own hardware, I can run whatever I like on it.

Mr Hotz also defends his actions, although admits he is "scared of being hit with a lawsuit".

"I am confident I would win since what I released was just a number obtained by running software on the PS3 I purchased".

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EXHIBIT AA

DECLARATION OF RYAN BRICKER IN SUPPORT OF *EX PARTE*
MOTION FOR TEMPORARY RESTRAINING ORDER AND ORDER TO
SHOW CAUSE RE PRELIMINARY INUNCTION; ORDER OF
IMPOUNDMENT

marcansoft (727665)

Slashdot

News for nerds, stuff that matters

[hector@ @ @marcansoft...com](mailto:hector@@@marcansoft...com)<http://marcansoft.com/>**Jabber:** marcan@marcansoft.com

If it works, I'll fix it anyway.

Comment: Re:Actually... green light. (Score 1)**Comments: 598**by [marcansoft](#) on Monday January 10, @01:35PM (#34825832)Attached to: [New Laser Makes Pirates Wish They Wore Eye-Patches](#)

Expanded to 20cm, the power level is over 100 times lower, so it's pretty much guaranteed to be safe. I also typoed the "I'm going going to try pointing it into my eye". I meant "I'm *not* going to try pointing it into my eye", of course.

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Days Read in a Row

Got a Score:5 Comment

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marcansoft's Comments[Re:Actually... green light.](#)[Re:Actually... green light.](#) (Score:5, Informative)[Re:Same private key?](#)[Re:Same private key?](#)[Re:Same private key?](#)**marcansoft's Friends**[bushing](#)

marcansoft's Tags

interesting (submissions)
!eff (stories)
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marcansoft's Submissions

Apple Blocks Open Source Syncing (Again)
Apple Blocks Open Source Syncing (Again)
Wii Update 4.2 tries (and fails) to block homebrew
Scammers sell free Wii homebrew and make \$8000/mo
The latest scam: selling homebrew software

Comment: Re:Actually... green light. (Score 5, Informative)**Comments: 598**

by marcansoft on Sunday January 09, @04:14PM (#34817242)

Attached to: New Laser Makes Pirates Wish They Wore Eye-Patches

To throw some numbers in: The glasses that the GP linked to are OD 4 for 532nm light (i.e. green Nd:YAG lasers, which are basically guaranteed to be the type used by this weapon). That means they block 99.99% of the beam at that wavelength. That's quickly going to turn any beam designed to be borderline non-permanently-damaging into barely a bother.

In fact, I just ran a quick test. I have a 30mW green pointer, which is definitely unsafe for direct eye exposure. I expanded the beam with a lens to about a 20cm radius, which is eye-safe at this power level. Looked at it thought my glasses (I actually have that same model), and it was just a very slight orange glow, about on par with an indicator LED. Took the goggles off and it was very annoying (I had an afterimage for a few minutes). I imagine the laser weapon will be closer to the damage threshold than my quick test, but still, the glasses will totally destroy any effect unless the laser runs at power levels much higher than eye-safe ones.

Or, testing with the (definitely eye unsafe) collimated 30mW, through the glasses, onto a wall: the green dot is barely visible. I'm going going to try pointing it into my eye (see below), but that mount of light is not going to bother anyone.

Note for anyone wanting to try this: don't unless you really know what you're doing. In particular, looking into the bare beam with glasses on is a very bad idea. You probably won't damage your eyes with the green light, but these cheap chinese pointers tend to lack IR filters, and **that** can screw you since the glasses won't block IR (worse, your blink response won't trigger and you'll slowly cook your retina). In fact, I can see a slight deep red glow around the projected green dot going through the glasses, which indicates there's a considerable amount of leaked IR, probably well above the damage threshold (if you can see IR, there's a lot of it).



Comment: Re:Same private key? (Score 1)**Comments: 374**by [marcansoft](#) on Tuesday January 04, @02:42PM ([#34757188](#))Attached to: [PS3 Root Key Found](#)

Yes, but homebrew on the stock OS is something Sony is going to try to fight anyway. We're more interested in the (unpatchable) low level boot hacks.

**Comment: Re:Same private key? (Score 1)****Comments: 374**by [marcansoft](#) on Tuesday January 04, @02:39PM ([#34757172](#))Attached to: [PS3 Root Key Found](#)

The 360 has extremely well designed security, and the only exploits that there have been for it were quite contrived and difficult to pull off (and easily fixed). It's a great design.

However, it does fail in the drive security department, which is why there's all the warez firmware hacking going on. But the core system is very secure.

**Comment: Re:Same private key? (Score 1)****Comments: 374**by [marcansoft](#) on Tuesday January 04, @02:38PM ([#34757154](#))Attached to: [PS3 Root Key Found](#)

Hardware acceleration has been enabled ever since AsbestOS came out, and this also applies to native-boot AsbestOS. Of course, a driver needs to be written/ported. Getting nouveau integrated into the lv1 graphics framework is somewhere on my TODO for 2011.

**Comment: Re:Same private key? (Score 4, Insightful)****Comments: 374**by [marcansoft](#) on Monday January 03, @07:05PM ([#34749242](#))Attached to: [PS3 Root Key Found](#)

We published our exploits at the talk by explaining exactly how they works, and how anyone could use them. We said we'd release tools through the following month, and we already released two Git repositories containing most of the tools (that's 4 days after the talk). We didn't release keys due to fear of legal repercussions, but we told people exactly how to calculate them, and they did.

Geohot first released a useless signed loader to prove that he had the keys. Then he released the keys. He hasn't released information on how he got the metldr plaintext and apparently doesn't have plans to do so.

Personally, I think explaining things first, then a few days later releasing tools, is better than just dumping keys on the world and keeping how you got them a secret.



Comment: Re:Same private key? (Score 5, Informative)

Comments: 374

by [marcansoft](#) on Monday January 03, @07:00PM (#34749208)

Attached to: [PS3 Root Key Found](#)

We (fail0verflow) discovered and released two things:

- An exploit in the revocation list parsing, enabling us to dump a bunch of loaders, and thus their decryption keys

- A humongous screwup by Sony, enabling us to calculate their private signing keys for all of those loaders, and thus sign anything to be loaded by those loaders

We used these techniques to obtain encryption, public, and private keys for lv2ldr, isoldr, the spp verifier, the pkg verifier, and the revocation lists themselves. We could've obtained appldr, (the loader used to load games and apps), but chose not to, since we are not interested in app-level stuff and that just helps piracy. We didn't have lv1ldr, but due to the way lv1 works, we could gain control of it early in the boot process through isoldr, so effectively we also had lv1 control.

With these keys we could decrypt firmware and sign our own firmware. And since the revocation is useless and the lame "anti-downgrade" protection is also easily bypassed, this already enables hardware-based hacks and downgrades forever. Basically, homebrew/Linux on every currently manufactured PS3, through software means now, and through hardware means (flasher/modchip) forever, regardless of what Sony tries to do with future firmwares.

The root of all of the aforementioned loaders is metldr, which remained elusive. Then Geohot announced that he had broken into metldr (with an exploit, analogous to the way we exploited lv2ldr to get its keys) and was thus able to apply our techniques one level higher in the loader chain. He has released the metldr keyset (with the private key calculated using our attack), but not the exploit method that he used.

The metldr key does break the console's security even more (especially with respect to newer, future firmwares - and thus also piracy of newer games), and also makes some things require less workarounds. Geohot clearly did a good job finding an exploit in it, but considering a) he used our key recovery attack verbatim, and b) he found his exploit right after our talk, so he was clearly inspired by something we said when we explained ours, I think we deserve a little more credit than we're getting for this latest bit of news.

There's still bootldr and lv0, which are used at the earliest point during the PS3 boot process. These remain secure, but likely mean little for the PS3 security at this stage.



Comment: Re:Exactly (Score 5, Informative)

Comments: 374

by [marcansoft](#) on Monday January 03, @06:56PM (#34749184)

Attached to: [PS3 Root Key Found](#)

For the record, that wasn't there initially. We had to complain to him to get him to add that.



Last Week
Week of January 3

Comment: Re:Rich protecting themselves (Score 1)

Comments: 217

by [marcansoft](#) on Sunday January 02, @09:03PM (#34740728)

Attached to: [Online Impersonations Now Illegal In California](#)

Sad but true. No matter what the law says, getting protected as mere users is near impossible. Unless you're willing to go through a costly legal battle, no one cares.

A few days ago we presented ourselves as a [hacker group](#) at the 27th Chaos Communication Congress, presenting PS3 hacks, and now we have a YouTube account squatter/scammer asking for donations in our name. I've tried YouTube impersonation reports, but apparently I'm "providing insufficient information" (duh, you get 300 characters to explain everything). I've tried YouTube Legal, received no response so far. I've tried getting people to flag the videos as a scam, but that doesn't work. I'm not even going to try PayPal; I've dealt with them before and they don't care.

This whole thing reminds me of my run-ins with scammers back when I was actively developing Wii homebrew stuff. The payment processors (ClickBank, Plimus, PayPal, and co.) don't care. They'll happily take people's money and hand it over to scammers, keeping a percentage, of course, even if what is being sold is a scam or illegal.

If you're a small consumer or producer, companies don't give a rat's ass about you. They'll only listen if they know you have the power and lawyers to actually file a lawsuit and win.



Comment: Re:Sigh (Score 1)

Comments: 532

by [marcansoft](#) on Thursday December 30, @10:28AM (#34710954)

Attached to: [Playstation 3 Code Signing Cracked For Good](#)

Everyone keeps forgetting that OtherOS was already removed / discontinued on new PS3s - the Slim - before Geohot started his work. That's what started it all. Removing OtherOS on the Fat made it a lot worse, of course, but it's the lack of OtherOS on the Slim (for a fishy - and, as it turned out, totally BS reason) that got people looking initially. We even gave it a quick look exactly one year ago, at 26c3, though we didn't try very hard (this was before OtherOS was pulled from the Fat).



Comment: Re:Sigh (Score 3, Interesting)**Comments: 532**by [marcansoft](#) on Thursday December 30, @08:50AM (#34709880)Attached to: [Playstation 3 Code Signing Cracked For Good](#)

Honestly, it's perfectly possible to engineer the signature randomization failure deliberately (it would certainly be very easy to botch a signer like this and make it look like a bug, see the Underhanded C Contest for similar examples), but I think it's extremely unlikely that something like this actually happened. Never attribute to malice that which can be adequately explained by stupidity. Especially considering the rest of the security is messed up in ways that clearly indicate they just didn't know what they were doing.



Humor in the Court: Q: Are you sexually active? A: No, I just lie there.

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EXHIBIT BB

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<http://hackmii.com/>

Comment: Re:Wow... (Score 1) Comments: 532

Comments: 532

by [bushing](#) on Wednesday December 29, @05:04PM (#34703922)

Attached to: [Playstation 3 Code Signing Cracked For Good](#)

How did Sony fuck that one up? It was my (admittedly layman's) understanding that a public/private key crypto implementation, assuming it isn't deeply flawed, using key lengths suited to the computational capacities of PDP-8s, or otherwise totally fucked, was mathematically secure against anything other than a profound breakthrough in prime factorization algorithms, an unbelievable advance in computational power, or an insider leaking your private key.

Close. These algorithms only work correctly if implemented correctly. There are various known pitfalls with each of these algorithms; for example, the original iPhone was unlocked using an RSA implementation error (Bleichenbacher attack against an RSA implementation that does not correctly validate padding and uses exponent 3). ECDSA happens to have a "pitfall" that leaks information inside the signatures it makes.

This doesn't make it a bad algorithm -- it can achieve the same security of RSA using smaller keys and in less time -- but the "pitfall" here is particularly bad.

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[Re:How did they get the private key, if they did?](#)
[Re:Amusing video but...](#)
[Re:Well, is this a good thing?](#) (Score:2, Interesting)
[Re:Well, is this a good thing?](#)

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Comment: Re:How did they get the private key, if they did? (Score 2)

Comments: 532

by [bushing](#) on Wednesday December 29, @04:49PM (#34703782)

Attached to: [Playstation 3 Code Signing Cracked For Good](#)

They don't have Sony's signing key, from what I've read. What they have is a flaw in the key generation process, which allows them to generate valid signed packages without the

private key. In fact, here's the video from the conference itself: <http://www.youtube.com/watch?v=GPjd6gHY6A4>

No, GP was right. The exact signing key used by Sony may be derived from the public components of their ECDSA signatures. Not something close; not something equivalent.



Games: Playstation 3 Code Signing Cracked For Good

Comments: 532

Posted by samzenpus on Wednesday December 29, @04:19PM
from the forever-is-a-long-time dept.
ReportedlyWorking writes

"It appears that Sony's PS3 has been fatally compromised. At the Chaos Communication Congress in Berlin, a team named 'fail0verflow' revealed that they had calculated the Private Keys, which would let them or anyone else generate signed software for the PS3. Additionally, they also claim to have a method of jailbreaking the PS3 without the use of a Dongle, which is the current method. If all these statements are true, this opens the door to custom firmware, and homebrew software. Assuming that Sony doesn't take radical action and invalidate their private keys, this could mean that Jailbreaking is viable on all PS3, regardless of their firmware! From the article: 'Approximately a half hour in, the team revealed their new PS3 secrets, the moment we all were waiting for. One of the major highlights here was, dongle-less jailbreaking by overflowing the bootup NOR flash, giving complete control over the system. The other major feat, was calculating the public private keys (due to botched security), giving users the ability to sign their own SELFs. Following this, the team declared Sony's security to be EPIC FAIL!'"



Playstation 3 code signing cracked for good!-> F-3582

Comments: 1

Submitted by F-3582 on Wednesday December 29, @01:33PM
F-3582 writes

"The PS3 has finally been cracked wide open! The secret code signing key has finally been discovered. Or as Marcan42 tweets:

"FWIW lightning talks tomorrow are at 11:30-13:45. PS3 demo will be 4 minutes _somewhere_ within that range (to be determined). They can try to whitelist every existing piece of official PS3 code... but good luck with that. IOW they CANNOT change keys or fix this in a new firmware, because stuff we sign is every bit as good as existing official software. Wii fakesigning vs. PS3 epic fail: Wii issue is a BUG in console code (fixable), PS3 issue is a FAIL in THEIR secret signer (not fixable)."

Read more: <http://www.ps3news.com/PS3-Hacks/Fail0verflow-27C3-PS3-Exploit-Hacker-Conference-2010-Highlights/#ixzz19WiO5lIg>"

[Link to Original Source](#)



Sony's PS3 Jailbroken Forever-> ReportedlyWorking

Comments: 1

Submitted by ReportedlyWorking on Wednesday December 29, @12:56PM
ReportedlyWorking writes

"It appears that Sony's PS3 has been fatally compromised. At the Chaos Communication Congress in Berlin, a team named "fail0verflow" revealed that they had calculated the Private Keys, which would let them or anyone else, generate signed software for the PS3. Additionally, they also claim to have a method of jailbreaking the PS3 without the use of a Dongle, which is the current method. If all these statements are true, this opens the door to custom firmware, homebrew software, and OtherOS! Assuming that Sony doesn't take radical action and invalidate their private keys, this could mean that Jailbreaking is viable on all PS3, regardless of their firmware!"

"Approximately a half hour in, the team revealed their new PS3 secrets, the moment we all were waiting for. One of the major highlights here was, dongle-less jailbreaking by overflowing the bootup NOR flash, giving complete control over the system. The other major feat, was calculating the public private keys (due to botched security), giving users the ability to sign their own SELFs Following this, the team declared Sony's security to be EPIC FAIL!'"

[Link to Original Source](#)



[December 2010](#)

[November 2010](#)

Comment: Re:Amusing video but... (Score 1)

Comments: 126

by [bushing](#) on Friday November 26, @04:48PM (#34353200)
Attached to: [Stephen Fry and DVD Jon Back USB Sniffer Project](#)

Having worked with several commercial USB protocol analyzers over the years I have yet to see one was anything more than an FPGA connected to an off the shelf USB PHY chip. As much as I like cute dog videos these guys need to post proper requirements and design specifications if they seriously want funding from me.

Click through the links to the actual Kickstarter project description. We did some handwaving to keep it accessible for J. Random (Software) Hacker, but I think we gave enough details to answer your questions.

(tldr: yes, you're right, and that's more or less what we're doing. Haven't decided on which PHY to use, looking at some SMSC and NXP parts.)

OpenVizsla will be a completely open design of a device that can capture USB 1.1/2.0 (high-speed, full-speed and low-speed) traffic passively between a target USB device and the connected host (usually a PC, but potentially anything that has a USB host port -- think Xbox 360 and PS3). It will be controlled by any computer using open-source client software or potentially in standalone mode (where captured traffic is stored onto an on-board SD card).

As is proper for any open and hackable design, unused I/Os on the FPGA will be exposed (via 0.1" header) for use as a primitive logic analyzer. We hope to eventually support additional sniffing interfaces (SPI, I2C, RS232, SD card etc) that connect to a high-speed Mictor connector that can act as 'man-in-the-middle' and extend the device capability limitlessly.

The OpenVizsla device is built around a multi-layer PCB with around 180 surface-mount components that allow the target USB packets to be captured, buffered and delivered to the PC (or stored on SD card in standalone mode).

An XMOS event-driven processor will handle the huge amount of USB data (these little chips are fast!) and it will handle the overall communications with the host (which will be a fully published protocol!) and will provide on-board system programming, housekeeping and of course flash the status LEDs! In standalone mode, the XMOS chip will handle data acquisition and SD card storage; this processor is fully reconfigurable and can be modified and reprogrammed to improve the features or adapt to new requirements.

For the high-speed USB signals a Xilinx Spartan3E FPGA (with attached, expandable RAM) will capture, process and buffer the USB traffic from an attached USB transceiver that we use to deserialize the USB signals from the target link.



Stephen Fry and DVD Jon back USB Sniffer Project-> Anonymous Coward

Submitted by Anonymous Coward on Friday November 26, @03:52AM

An anonymous reader writes

"bushing and pytey of the iPhone DevTeam and Team Twiizers have created a [Kickstarter project](#) to fund the build of an open-source/open-hardware high-speed USB protocol analyzer. The board features a high-speed USB 2.0 sniffer that will help with the reverse engineering of proprietary USB hardware, the project has gained the backing from two high-profile individuals [Jon Lech Johansen](#) (DVD Jon) and Actor and Comedian [Stephen Fry](#)"

[Link to Original Source](#)



The Openvizsla USB sniffer board-> godofpumpkins

Comments: 1

Submitted by godofpumpkins on Tuesday November 23, @07:06PM

godofpumpkins writes

"bushing and pytey of the iPhone DevTeam have started a kickstarter project to fund the build of a open-source/open-hardware high-speed USB protocol analyzer. The board features a high-speed USB 2.0 sniffer that will help with the reverse engineering of proprietary USB hardware."

[Link to Original Source](#)



Apple: Old Apple 1 Up For Auction, Expected To Go For \$160,000+

Comments: 156

Posted by [Soulskill](#) on Friday November 12, @02:48PM

from the doesn't-run-flash dept.

vanstinator was one of several readers to point out that Christie's is holding [an auction for one of the original Apple 1 machines](#), complete with a manual, the original shipping box, and the letter from Steve Jobs to the owner. The invoice says the computer was purchased on December 7th, 1976, with an Apple cassette interface card, for a total price of \$741.66. The auction house expects it to sell for over \$160,000.



[November 2010](#)

[September 2010](#)

Comment: Re:Well, is this a good thing? (Score 2, Interesting)

Comments: 169

by [bushing](#) on Sunday September 19, @09:50PM (#33631906)

Attached to: [Emulation Arrives On the PS3](#)

Yup, similarly to the DS homebrew scene. IIRC the libnds homebrew library had parts which were ripped of the original nintendo SDK... of course people just turned a blind eye on that

It's a subject of some debate. The Xbox homebrew scene, as I understand it, used files directly copied from a leaked Xbox SDK. libnds uses some code that is more or less directly translated from disassembled DS SDK code (though you can get most of the same code from dumped games anyway); some feel that this is morally / legally equivalent to just copying the files.



Comment: Re: Well, is this a good thing? (Score 1)

Comments: 169

by [bushing](#) on Sunday September 19, @09:39PM (#33631870)

Attached to: [Emulation Arrives On the PS3](#)

I fail to see your logic, there is no independent group in charge of banning people from the PSN. If Sony decides to ban you, there is absolutely nothing you can do about it, regardless of the reason they ban you.

Sure -- if Sony decides to ban you, you've already messed up. Sony can't "decide to ban you" if they can't tell you've done anything naughty, so it's better to avoid permanent changes to the console that can be detected by their software.



Humor in the Court: Q: Are you sexually active? A: No, I just lie there.

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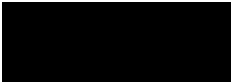
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Transaction Details

Payment Sent (Unique Transaction ID # **Sent to:** George Hotz**Email:** geohot@gmail.com

Amount sent: -\$1.00 USD**Fee amount:** \$0.00 USD**Net amount:** -\$1.00 USD

Date: Jan 7, 2011**Time:** 12:16:52 PST**Status:** Completed

Subject: You've got money!**Funding Type:** PayPal Balance**Funding Source:** \$1.00 USD - PayPal Account

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